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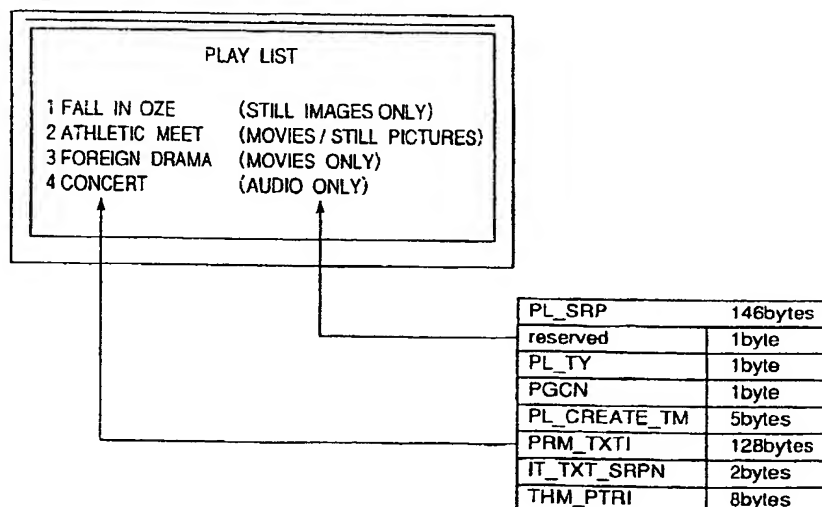
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(54) **Optical disc, recording device and reproducing device**

(57) Output obtained during playback, and operations available during playback, differ according to the content of the reproduction path being played from an optical disc storing plural reproduction paths containing plural different types of audio and/or image information. Content type information indicative of the specific audio

and/or video content of each reproduction path is stored for each reproduction path on the optical disc. This information is then presented to the user on a reproduction path (program or play list) selection screen to inform the user and assist in the play list selection process. Operation of the disc player or disc editor can be changed appropriately to this content type information.

*Fig.41*



## Description

### BACKGROUND OF THE INVENTION

#### 1. Field of the Invention

[0001] The present invention relates to a readable and writable optical disc, and to a recording device and a reproducing device for the optical disc. More particularly, the present invention relates to an optical disc for recording multimedia data including moving picture data, still picture data, and audio data, and to a recording device and a reproducing device for this optical disc.

#### 2. Description of the Related Art

[0002] Rewritable optical discs have for years had a maximum storage capacity of approximately 650 MB, but this has been changed by the development of phase change type DVD-RAM discs with a capacity of several gigabytes. Combined with the adoption of MPEG, and particularly MPEG-2, standards for encoding digital AV data, DVD-RAM is widely anticipated as a recording and reproducing medium with application in the AV industry as well as the computer industry. More specifically, DVD-RAM media are expected to replace magnetic tape as the storage medium of choice for AV recordings.

#### DVD-RAM

[0003] Increases in the storage density of rewritable optical disc media over the last few years has made it possible to use such media for applications ranging from storing computer data and recording audio data to recording image data, including movies.

[0004] The signal recording surface of a conventional optical disc is typically formatted with lands and grooves, one of which is used as a guide groove for signal recording and reproducing. The data signal is then recorded using only the land or the groove. With the advent of the land and groove recording method, however, it became possible to record signals to both the land and groove. This development approximately doubled the storage capacity of the disc. (See, for example, Japanese Unexamined Patent Application (*kokai*) 8-7282.)

[0005] Further development of a zone CLV (constant linear velocity) method simplified and made it easy to implement a CLV recording and reproducing technique, an effective means of further increasing the recording density. (See, for example, Japanese Unexamined Patent Application (*kokai*) 7-93873.)

[0006] A major topic left for future development is how to use such potentially high capacity optical disc media to record AV data containing image data to achieve new functions and performance far surpassing conventional AV products.

[0007] With the introduction of high capacity rewritable optical disc media, optical discs are widely expected

to replace conventional tape media for recording and reproducing AV content. The transition from tape to disc recording media is also expected to greatly affect both the performance and functions of AV recording and reproducing products.

[0008] One of the greatest benefits of a transition to disc is a significant improvement in random access performance. While random access to tape content is possible, it generally takes on the order of minutes to rewind a full tape. This is several orders slower than the typical seek time of optical disc media, which is on the order of at most several ten milliseconds. Tape is therefore considered, for practical purposes, not to be a random access medium.

[0009] The random access capability of optical disc media has also made possible distributed, that is, non-contiguous, recording of AV data, which is not possible with conventional tape.

[0010] Fig. 34 is a block diagram of the drive device of a DVD recorder. As shown in Fig. 34, this DVD recorder comprises an optical pickup 11 for reading data from the disc 10, an ECC (error correction code) processor 12, track buffer 13, switch 14 for changing track buffer input/output, encoder 15, and decoder 16. An enlarged view of the disc 17 format is also shown.

[0011] As indicated by the disc 17 format, the smallest unit used for recording data to a DVD-RAM disc is the sector, which is 2 KB. Sixteen sectors are combined as one ECC block, to which the ECC processor 12 applies error correction coding.

[0012] The track buffer 13 is used for recording AV data at a variable bit rate in order to record AV data to a DVD-RAM disc more efficiently. While the read/write rate ( $V_a$ ) to a DVD-RAM disc is fixed, the bit rate ( $V_b$ ) of the AV data is variable, based on the complexity of the AV data content (e.g., images if the AV data is video). The track buffer 13 is used to absorb this bit rate difference. This means that the track buffer 13 is unnecessary if the AV data bit rate is also fixed, as it is in the Video CD format.

[0013] This track buffer 13 can be even more effectively used by dispersed placement of the AV data on the disc. This is explained with reference to Fig. 35.

[0014] Fig. 35 (a) shows the disc address space. If the AV data is recorded divided between contiguous area A1 between addresses a1 and a2, and contiguous area A2 between a3 and a4 as shown in Fig. 35 (a), the AV data can be continuously reproduced from these non-contiguous areas A1 and A2 by supplying data accumulated in the track buffer 13 to the decoder while the optical head seeks from a2 to a3. This is shown in Fig. 35 (b).

[0015] Once reading AV data starts from a1 at time t1, it is both input to the track buffer 13 and output from the track buffer 13 with data accumulating in the track buffer at the rate ( $V_a - V_b$ ), that is, the difference between the input rate  $V_a$  to the track buffer and the output rate  $V_b$  from the track buffer. This continues to address a2 at

time t2. Assuming that the data volume accumulated to the track buffer at this time is B(t2), data supply to the decoder can continue until the data B(t2) accumulated to the track buffer is depleted at time t3 at which reading resumes from address a3.

[0016] In other words, if it is assured that a certain volume of data (a1, a2) is read before a seek operation is performed, AV data can be continuously supplied to the decoder while the seek is in progress.

[0017] It should be noted that this example considers reading, that is, reproducing, data from DVD-RAM, but the same concept applies for writing or recording data to DVD-RAM.

[0018] It will thus be obvious that insofar as a specified amount of data is recorded continuously to DVD-RAM disc, continuous reproduction and recording is possible even if the AV data is noncontiguously recorded to the disc.

### MPEG

[0019] A common AV data format is described next below.

[0020] As noted above, AV data is recorded to DVD-RAM media using the MPEG international standard, also known as ISO/IEC 13818.

[0021] Even though DVD-RAM discs have a large, plural gigabyte, capacity, this is still not sufficient for recording uncompressed digital AV data of any duration. A way to compress and record AV data is therefore necessary. This need was addressed by worldwide adoption of the MPEG (ISO/IEC 13818) standard for AV data compression. MPEG decoders (compression/decompression ICs) have also been realized with advances in IC devices. This has enabled the DVD recorder to handle MPEG compression and decompression internally.

[0022] MPEG signal processing is able to achieve high efficiency data compression chiefly as a result of the following two features.

[0023] First is that compression using a time correlation characteristic between frames (known as pictures in MPEG) is used in conjunction with conventional compression using a spatial frequency characteristic for moving picture data compression. Each video sequence of an MPEG video signal stream is divided into one or more groups of pictures, each group of pictures comprising one or more pictures of three different types: I-pictures (intraframe coded pictures), P-pictures (predictive-coded pictures, that is, intracoded with reference to a preceding picture), and B-pictures (bidirectionally predictive-coded pictures, that is, intraframe coded with reference to preceding and following pictures).

[0024] Fig. 36 shows the relationship between I, P, and B pictures. As shown in Fig. 36, P-pictures refer to temporally preceding I- or P-pictures in the sequence, while B-pictures refer to the first preceding and following I- or P-pictures. It should also be noted that because B-pictures reference an upcoming I- or P-picture, the dis-

play order of the pictures may not match the coding order of the pictures in the compressed data bitstream.

[0025] The second feature of MPEG coding is that code size is dynamically allocated by picture unit according to the complexity of the image. An MPEG decoder has an input buffer, and by accumulating data in this decoder buffer a large amount of code can be allocated to complex images that are difficult to compress.

[0026] Three types of audio coding are used for the audio portion of a DVD-RAM recording: MPEG audio with data compression, Dolby Digital<sup>(R)</sup> (also known as AC-3), and noncompressive linear pulse code modulation (LPCM). Both Dolby Digital<sup>(R)</sup> and LPCM are fixed bit rate coding methods, but MPEG audio coding can select from several compression rates on an audio frame basis, although audio compression is not as high as video stream compression.

[0027] The resulting compressed video and audio streams are multiplexed to a single stream using a method known as the MPEG system. Fig. 37 shows the organization of an MPEG system stream. As shown in Fig. 37, each 2 KB sector comprises a pack header 41, packet header 42, and payload 43. The MPEG system thus has a hierarchical structure comprising packs and packets. Each packet comprises a packet header 42 and payload 43. AV data is segmented from the beginning into blocks of an appropriate size for storage to the payload 43.

[0028] The packet header 42 records information referring to the AV data stored in the associated payload 43. More specifically, the packet header 42 contains a stream ID for identifying the data stored in the associated packet, and a decoding time stamp (DTS) and presentation time stamp (PTS) identifying the decoding time and presentation time of the data contained in the payload in 90 kHz precision. If the decoding and presentation are simultaneous, as in the case of audio data, the DTS can be omitted.

[0029] A pack is a unit of plural packets. In DVD-RAM, however, there is one pack for each packet, and each pack therefore comprises a pack header 41 and packet (containing a packet header 42 and payload 43).

[0030] The pack header contains a system clock reference (SCR) expressing with 27 MHz precision the time at which the data contained in this pack is input to the decoder buffer.

[0031] An MPEG system stream thus comprised is recorded one pack to a sector (= 2048 bytes) on DVD-RAM.

[0032] A decoder for decoding the above-noted MPEG system stream is described next below. Fig. 38 is a block diagram of an exemplary decoder model (P\_STD) of an MPEG system stream decoder. Shown in Fig 38 are the system time clock (STC) 51, that is, the internal reference clock for decoder operation; a demultiplexer 52 for decoding (demultiplexing) the system stream; video decoder input buffer (video buffer) 53; video decoder 54; re-ordering buffer 55 for temporarily stor-

ing I and P pictures to absorb the difference in the coding (data) sequence and presentation sequence that occurs between B pictures and I and P pictures; a switch 56 for adjusting the output order of the I, P, and B pictures buffered to the re-ordering buffer 55; an audio decoder input buffer (audio buffer) 57; and audio decoder 58.

[0033] This MPEG system decoder processes the above-noted MPEG system stream as follows.

[0034] When the time indicated by the STC 51 and the SCR written to the pack header match, the pack is input to the demultiplexer 52. The demultiplexer 52 then interprets the stream ID in the packet header, and passes the audio stream and video stream contained in the payload data to the appropriate decoder buffers. The PTS and DTS are also read from the packet header.

[0035] When the times indicated by the STC 51 and DTS match, the video decoder 54 reads and decodes the picture data from the video buffer 53. I and P pictures are stored to the re-ordering buffer 55 while B pictures are presented directly to screen. If the picture being decoded by the video decoder 54 is an I or P picture, the switch 56 switches to the re-ordering buffer 55 to output the previous I or P picture from the re-ordering buffer 55; if a B picture is decoded, the switch 56 switches to the video decoder 54.

[0036] Similarly to the video decoder 54, the audio decoder 58 reads and decodes one audio frame of data from the audio buffer 57 when the PTS matches the STC 51 (a DTS is not recorded for audio data).

[0037] An exemplary method of multiplexing an MPEG system stream is described next with reference to Fig. 39. Note that a sequence of video frames is shown in Fig. 39 (a), the change in data storage to the video buffer is shown in Fig. 39 (b), a typical MPEG system stream is shown in Fig. 39 (c), and an audio signal is shown in Fig. 39 (d). Each of Figs. 39 (a) to (d) are shown on a common time base (horizontal axis). The vertical axis in Fig. 39 (b) indicates the amount of data stored to the video buffer. The bold line in this graph thus indicates the change over time in the buffered video data volume. The slope of this line is indicative of the video bit rate, and shows that data is input to the video buffer at a constant rate. The decrease in buffered data at regular intervals indicates the progression of data decoding. The intersection of the dotted line extension of the graphed line with the time base (horizontal axis) indicates the time at which video frame transfer to the video buffer begins.

[0038] MPEG encoding is described next using by way of example coding a complex image A in the video data stream. As shown in Fig. 39 (b), image A requires a large coding block, and data transfer to the video buffer must therefore begin from a time t1 before the image A decoding time. Note that the time from data input start time t1 to decoding is referred to as vbv\_delay below. AV data is thus multiplexed to the position (time) of the shaded video pack.

[0039] Unlike video data, audio data does not require

dynamic coding size control. It is therefore not necessary for audio data transfer to start at a similarly advanced time before decoding starts, and audio data is thus typically multiplexed only slightly before decoding starts. Video data is thus multiplexed to the MPEG system stream before the audio data.

[0040] It should be further noted that data can be accumulated to the buffer for a limited time in the MPEG system. More specifically, the MPEG system standard requires all data other than still picture (or still image) data be output to the decoder from the buffer within one second of being stored to the buffer. This means that there is at most a one second offset between video data and audio data multiplexing (or more precisely, the time required for video frame reordering).

[0041] It will also be obvious that while the MPEG system stream is described above with video data preceding the audio, the audio can theoretically precede the video. This type of stream can be purposely generated by using for the video data simple images to which a high compression rate can be applied, and transferring the audio data earlier than required. Even in this case, however, the audio can precede the video by at most one second due to the restrictions imposed by the MPEG standard.

#### Reproduction path

[0042] The AV data reproduction path is described next below.

[0043] As described above, data is recorded and reproduced from a simple linear path when using magnetic tape and other sequential access media. When plural AV streams are sequentially recorded to a single tape, the playback head must first be indexed to the desired stream before playback can start. Because output will be interrupted if a seek (head indexing) operation is performed to skip to another location on the tape while playback is in progress, AV streams by necessity must be linearly reproduced.

[0044] When using a random access medium such as optical discs, however, the high speed access capability of such media makes it possible to sustain continuous, uninterrupted output within certain parameters even when the playback head moves to AV data at a non-contiguous location on the disc by simply providing a track buffer of sufficient size between the decoder and drive.

[0045] It is therefore possible to define a plurality of playback (reproduction) paths on optical disc media. For example, discs conforming to the DVD-ROM video standard (DVD Specifications for Read-Only Disc, Part 3, Video Specifications) can be recorded so that the user can enjoy various different reproduction paths presenting different program content. Moving picture data, still picture data, audio, captioning data, and various other types of AV data can also be mixed in a single reproduction path for even greater variety.

## PROBLEM TO BE SOLVED

[0046] The object of the present invention is to provide a DVD recorder that solves the following problems hindering obtaining maximum performance from DVD-RAM media, a high capacity rewritable storage medium widely anticipated as the next generation in AV recording media.

[0047] The greatest problem resulting from a DVD recorder being able to define a plurality of reproduction paths is presenting these paths to the user. Multiple reproduction paths enhances user enjoyment, but can also lead to user confusion. That is, the availability of multiple reproduction paths makes it harder for the user to pick the desired path satisfying the user's personal objectives and desires. Further confusion can arise when the user does not know what type(s) of AV data are present on the various reproduction paths before playback starts.

[0048] For example, if the reproduction path comprises only moving picture content, the user can enjoy the program content until the AV stream ends without further manipulation required. However, if the reproduction path contains a group of still pictures, some type of operation is typically needed to continue to the next image. Furthermore, while there is obviously no video involved when reproducing an audio-only stream, if the user does not know that there is no associated video content to be reproduced with the audio, equipment failure or simply misunderstanding could result.

[0049] DVD-ROM video discs are frequently programmed with an easy to understand menu to the disc contents. This menu is prepared by the content creator, and also draws from the AV data content of the disc. Other information is also presented on the disc jacket or disc surface to inform the user.

[0050] With rewritable media such as DVD-RAM, however, the AV data content as well as reproduction path definitions can change, and the above-noted methods used with DVD-ROM are not as easily used.

[0051] The greatest problem in this regard with DVD-RAM and other rewritable media when using multiple reproduction paths is therefore achieving a method whereby reproduction path information can be appropriately presented to the user using the most recent data written to disc.

## SUMMARY OF THE INVENTION

[0052] To achieve the above object, our invention relates to an optical disc for storing an AV stream containing at least one moving picture (video) stream or still picture (still image) stream, and management information for managing the AV stream wherein the management information comprises reproduction path information (UD\_PGCI) generated by a user specifying a starting point and an ending point for a desired part of the AV stream, and play list type information (PL\_TY) indi-

cating whether the content of the user-defined reproduction path specified in the reproduction path information (UD\_PGCI) is only video content, only still picture content, or a mixture of video and still picture content.

[0053] Our invention further relates to an optical disc for recording an AV stream containing at least one video or still picture stream, or an audio stream with no video or still picture content, and management information for managing the AV stream. In this case, the management information comprises reproduction path information (UD\_PGCI) generated by a user specifying a starting point and an ending point for a desired part of the AV stream, and play list type information (PL\_TY) indicating whether the content of the reproduction path specified in the reproduction path information (UD\_PGCI) is only video content, only still picture content, a mixture of video and still picture content, or only audio content with no video or still picture content.

[0054] The play list information stored in the management information can be used to inform the user what type of content will be presented from each reproduction path before playback starts.

[0055] Further preferably in both cases above, the management information also comprises primary text information (PRM\_TXTI) containing titles for the reproduction path information (UD\_PGCI).

[0056] By storing title information for each user-defined reproduction path, a more informative, user-friendly display can be presented when informing the user of reproduction path content.

[0057] Our invention further relates to a recording device for recording management information to an optical disc of our invention as noted above. This recording device comprises memory for storing a user-defined starting point and ending point for a desired part of the AV stream; a means for generating user-defined reproduction path information based on the starting point and ending point stored to memory; a means (7802, steps #20 to #26) for generating play list type information (PL\_TY) indicating whether the content of a user-defined reproduction path is only video content, only still picture content, or a mixture of video and still picture content; and a means for recording the reproduction path information and play list type information to the optical disc as management information.

[0058] Our invention yet further relates to a playback device for reproducing content from an optical disc to which an AV stream containing at least one video or still picture stream, and management information for managing the AV stream, are recorded with the management information containing user-defined reproduction path information generated by a user specifying a starting point and an ending point for a desired part of the AV stream, and play list type information (PL\_TY) indicative of whether content contained in the user-defined reproduction path is only video content, only still picture content, or a mixture of video and still picture content. This playback device comprises a presentation means

(7805, 7806) for reading the play list type information, and displaying whether the user-defined reproduction path contains only video content, only still picture content, or a mixture of video and still picture content.

## BRIEF DESCRIPTION OF THE DRAWINGS

[0059] These and other objects and features of the present invention will be readily understood from the following detailed description taken in conjunction with preferred embodiments thereof with reference to the accompanying drawings, in which like parts are designated by like reference numerals and in which:

Fig. 1 shows the logical structure of a disc according to a preferred embodiment of the present invention;  
Fig. 2 shows the internal structure of an AV file for movies;

Fig. 3 shows the internal structure of an AV file for still pictures;

Fig. 4 shows the relationship between AV data and management information.

Fig. 5 shows the structure of the RTR\_VMG block;

Fig. 6 shows the structure of the RTR\_VMGI block;

Fig. 7 shows the VERN and TM\_ZONE format;

Fig. 8 shows the structure of the PL\_SRP block;

Fig. 9 shows the PL\_TY and PL\_CREATE format;

Fig. 10 shows the PTM format;

Fig. 11 shows the S\_VOB\_ENTN format;

Fig. 12 shows the structure of the M\_AVFIT block;

Fig. 13 shows the V\_ATR and A\_ATR format;

Fig. 14 shows the SP\_ATR and SP\_PLT format for movies;

Fig. 15 shows the structure of the M\_AVFI block;

Fig. 16 shows the structure of the M\_VOBI block;

Fig. 17 shows the VOB\_TY format;

Fig. 18 shows the structure of the TMAPI block;

Fig. 19 shows the VOBU\_ENT format;

Fig. 20 shows the structure of the S\_AVFIT block;

Fig. 21 shows the V\_ATR and OA\_ATRS\_AA\_STI format;

Fig. 22 shows the SP\_ATR and SP\_PLT format for still pictures;

Fig. 23 shows the structure of the S\_AVFI block;

Fig. 24 shows the structure of the S\_VOB\_ENT block;

Fig. 25 shows the S\_VOB\_ENT\_TY format;

Fig. 26 shows the structure of the UD\_PGCIT block;

Fig. 27 shows the structure of the TXTDT\_MG block;

Fig. 28 shows the structure of the PGCI block;

Fig. 29 shows the PG\_TY format;

Fig. 30 shows the structure of the CI block;

Fig. 31 shows the C\_TY format;

Fig. 32 shows the structure of the C\_EPI block;

Fig. 33 shows the EP\_TY1 format;

Fig. 34 is a block diagram of a DVD recorder drive;

Fig. 35 (a) shows the volume address space of a

disc, and (b) shows the change in data accumulation in the track buffer;

Fig. 36 shows the correlation between picture types in an MPEG video system stream;

Fig. 37 shows the structure of an MPEG system stream;

Fig. 38 is a block diagram of an MPEG system decoder (P\_STD);

Fig. 39 (a) shows video data, (b) shows the change in data accumulation in the video buffer, (c) shows the MPEG system stream, and (d) shows the audio data;

Fig. 40 is a block diagram of a DVD recorder;

Fig. 41 is used to describe to first exemplary play list presentation and selection screen;

Fig. 42 is used to describe to second exemplary play list presentation and selection screen;

Fig. 43 is a flow chart of a play list recording operation;

Fig. 44 is a flow chart of an operation for generating play list type information; and

Fig. 45 is a flow chart of a process for generating a play list presentation screen.

## DESCRIPTION OF THE PREFERRED EMBODIMENTS

[0060] A DVD recorder and DVD-RAM disc are described below as a preferred embodiment of the present invention with reference to the accompanying figures.

### Logical structure of DVD-RAM

[0061] The logical structure of a DVD-RAM disc is described first below with reference to Fig. 1. Fig. 1 shows the physical sector address area of the disc, and the structure whereby data is recorded to the disc as part of a file system.

[0062] The physical sector address area of the disc starts with a lead-in area to which a reference signal for servo stabilization, and an ID signal for differentiating DVD-RAM media from other media, are recorded. The user data area follows the lead-in area. Logically valid data is recorded to the user data area. A lead-out area ends the physical sector address area; a reference signal is also recorded here.

[0063] File system management information, called volume information, is recorded at the beginning of the user data area. The file system is not directly related to the present invention, and description thereof is thus omitted below. It should be noted, however, that by using a file system, data recorded to the disc can be managed as files and a directory to the files as shown in Fig. 1.

[0064] All data handled by the DVD recorder is filed under the DVD\_RTR directory directly below the root directory as shown in Fig. 1.

[0065] Files handled by a DVD recorder can be grouped into two broad categories: a management in-

formation file (RTR.IFO file) and one or more AV files (RTR\_MOV.VRO file, RTR\_STO.VRO file).

[0066] AV files are recorded as an RTR\_MOV.VRO file recording moving picture content (referred to as video below), or an RTR\_STO.VRO file recording still picture data and simultaneously recorded audio data.

[0067] Fig. 2 shows the file structure of an RTR\_MOV.VRO file recording video content. As shown in Fig. 2, MPEG program streams (M\_VOB (Movie Video Object)) are arranged in recording sequence in the RTR\_MOV.VRO file.

[0068] Each program stream (M\_VOB) is built from a plurality of Video Object Units (VOBU), each with a video reproduction time of 0.4 sec to 1.0 sec.

[0069] Each VOBU comprises a number of video packs (V\_PCK), audio packs (A\_PCK), and subpicture packs (SP\_PCK); each pack is 2 KB.

[0070] The video data in each VOBU further comprises one or more Group of Pictures (GOP). The GOP is the decoding unit for MPEG video, starts with an I-picture, and contains plural P- or B-pictures.

[0071] Fig. 3 shows the structure of an RTR\_STO.VRO file for recording still pictures and audio data. As shown in Fig. 3, an RTR\_STO.VRO file contains S\_VOB (Still Picture Video Objects), the MPEG program stream for still pictures, arranged in recording sequence.

[0072] The greatest difference between an S\_VOB and M\_VOB is that an S\_VOB records still picture data instead of moving picture data, and the still picture data (video part) is followed by the audio data (audio part) instead of multiplexing the video and audio.

[0073] An S\_VOB also contains one VOBU, which comprises a V\_PCK, A\_PCK, and SP\_PCK.

#### AV data and management information

[0074] The relationship between M\_VOB, S\_VOB, and management information is described next below with reference to Fig. 4.

[0075] As described above, there are two types of AV data, M\_VOB and S\_VOB. Management information M\_VOBI for each M\_VOB is stored for each M\_VOB where the M\_VOBI records attributes of the corresponding M\_VOB. Individually managing S\_VOBS, however, would greatly increase the amount of management information. Management information S\_VOBI is therefore used to manage a group S\_VOG containing plural S\_VOB units. This S\_VOBI records attributes for the corresponding S\_VOB group.

[0076] What is important to note here is that MPEG stream data does not have a linear correlation between time and data size. As noted above, the MPEG system stream is compressed using temporal correlation characteristics and variable length coding techniques (including variable bit rate coding) in order to achieve high compression efficiency. As a result there is not necessarily a direct correlation between time and data size (address).

[0077] Therefore, an M\_VOBI also contains a filter (TMAP) for converting time and address information, and an S\_VOBI also contains a filter (S\_VOB Entries) for converting a still picture number in an S\_VOG group and address.

[0078] Management information for the reproduction path is described next below.

[0079] The reproduction path is defined as a program chain (PGC), that is, a sequence of cells, describing all or part of a range of M\_VOB or S\_VOG blocks.

[0080] The reproduction path can be either of two types: an original PGC referring to all AV data on the disc, or a user-defined PGC defining a user-selected reproduction sequence of AV data on the disc. Note that a plurality of user-defined PGC can be recorded.

[0081] The original PGC is also called a Program Set having a Program layer logically bundling a plurality of cells.

[0082] A user-defined PGC is also called a Play List. Unlike an original PGC, a Play List does not have a Program layer.

#### Management information file

[0083] The content of the management information file RTR.IFO is described next below with reference to Fig. 5 to Fig. 33.

RTR\_VMG (Fig. 5)

[0084] The VR\_MANGR.IFO file contains real-time recording video management information RTR\_VMG, RTR\_VMG comprises seven tables: RTR\_VMGI, M\_AVFIT, S\_AVFIT, ORG\_PGCI, UD\_PGCIT, TXTDT\_MG, and MNFIT,

[0085] These seven tables are described in detail next below.

RTR\_VMGI (Fig. 6)

[0086] Real-time recording video management information RTR\_VMGI includes video management information table VMGI\_MAT and play list search pointer table PL\_SRPT.

VMGI\_MAT (Fig. 6)

[0087] The video management information management table VMGI\_MAT stores the following information relating to the entire disc. The reproducing device and recording device, referred to as simply disc player and recorder, respectively, below, first read this VMGI\_MAT to detect the overall structure of the disc.

VMG\_ID (video management identifier)

[0088] Stores the identifier DVD\_RTR\_VMGO identifying the disc as storing video recording data.

RTR\_VMG\_EA (RTR\_VMG end address)

[0089] Stores the RTR\_VMG end address.

VMGI\_EA (VMGI end address)

[0090] Stores the VMGI end address.

VERN (version number)

[0091] Records the version number of the recording format of the stored video recording data according to the format shown in Fig. 7.



TM\_ZONE (time zone)

[0092] Records the time zone used for all time information recorded to the disc. As shown in Fig. 7, the TM\_ZONE stores a time zone stamp TZ\_TY indicating whether time information is based on Greenwich Mean Time or a regional time standard (such as Eastern Standard Time (EST) or Japan Standard Time (JST)), and a time zone offset TZ\_OFFSET recording the time difference to Greenwich Mean Time.

STILL\_TM (still time)

[0093] Stores the still time used for presenting still pictures without sound.

CHRS (character set code for primary text display)

[0094] Defines the character set code to use for primary text displays (described below).

M\_AVFIT\_SA (M\_AVFIT start address)

[0095] Stores the start address of the movie AV file information table M\_AVFIT. This start address is used in the seek operation for accessing the M\_AVFIT table.

S\_AVFIT\_SA (S\_AVFIT start address)

[0096] Stores the start address of the still picture AV file information table S\_AVFIT. This start address is used in the seek operation for accessing the S\_AVFIT table.

ORG\_PGCI\_SA (ORG\_PGCI start address)

[0097] Stores the start address of the original PGC information. This start address is used in the seek operation for accessing the original PGC.

UD\_PGCI\_SA (UD\_PGCI start address)

[0098] Stores the start address of the user-defined PGC information table. This start address is used in the seek operation for accessing the user-defined PGC information table.

TXTDT\_MG\_SA (TXTDT\_MG start address)

[0099] Stores the start address of the text data management information TXTDT\_MG. This start address is used in the seek operation for accessing the text data management information TXTDT\_MG.

MNFIT\_SA (MNFIT start address)

[0100] Stores the start address of the management file information table MNFIT. This address is used in the seek operation for accessing the MNFIT table.

PL\_SRPT (play list search pointer table) (Fig. 8)

[0101] The play list search pointer table PL\_SRPT records play list search pointer table information PL\_SRPTI and n play list search pointers PL\_SRP.

PL\_SRPTI (play list search pointer table information) (Fig. 8)

[0102] The play list search pointer table information PL\_SRPTI records the following information for accessing a play list search pointer PL\_SRP.

PL\_SRP\_Ns (number of play list search pointers)

[0103] Stores the number of play list search pointers PL\_SRP.

PL\_SRPT\_EA (PL\_SRPT end address)

[0104] Stores the end address of this play list search pointer table PL\_SRPT.

PL\_SRP (play list search pointer) (Fig. 8)

[0105] Records the following information for accessing the actual play list data, that is, the user-defined PGC.

PL\_TY (play list type)

[0106] Stores one of the following values for identifying the play list type using the format shown in Fig. 9.

0000b: video only

0001b: still pictures only

0010b: both video and still pictures

0011b: audio only

PGCN (PGC number)

[0107] Stores the PGC number for the associated play list. The PGC number is the recording sequence of PGC information in the UD\_PGCI described below.

PL\_CREATE\_TM (play list creation date/time)

[0108] Stores the date and time the play list was created according to the format shown in Fig. 9.

PRM\_TXTI (primary text information)

[0109] Stores text information indicative of play list content. For example, if the play list is a television program, PRM\_TXTI could record the name of the show. PRM\_TXTI includes an ASCII code field, and a field for the character code set defined by the above-noted CHRS.

IT\_TXT\_SRPN (IT\_TXT\_SRP number)

[0110] If information indicative of the play list content is recorded as the optional IT\_TXT block in addition to the above-noted primary text, the IT\_TXT\_SRP number is stored as a link to the IT\_TXT recorded in TXTDT\_MG. This IT\_TXT\_SRP number is the recording sequence in TXTDT\_MG, described below.

THM\_PTRI (thumbnail pointer information)

[0111] Stores thumbnail image information for the play list.

THM\_PTRI (Fig. 8)

[0112] THM\_PTRI stores the following information indicating a thumbnail image location.

CN (cell number)

[0113] Stores the cell number containing the thumbnail image. The cell number is the recording sequence of the cell information in the UD\_PGCI for this play list.

THM\_PT (thumbnail image pointer)

[0114] Stores the presentation time of the video frame used as the thumbnail image according to the PTM (presentation time) describing format as shown in Fig. 10 if the cell indicated by CN is a video cell. PTM is written according to the reference time of the time stamp written in the MPEG program stream.

[0115] Stores the still picture VOB entry number of the still picture used as the thumbnail image according to the S\_VOB\_ENTN describing format as shown in Fig. 11 if the cell indicated by CN is a still picture cell,

M\_AVFIT (Fig. 12)

[0116] The movie AV file information table M\_AVFIT stores management information for the movie AV file RTR\_MOV.VRO, and comprises M\_AVFITI, M\_VOB\_



STI, and M\_AVFI.

M\_AVFITI (movie AV file information table information) (Fig. 12)

**[0117]** Stores the following information for accessing M\_VOB\_STI and M\_AVFI.

M\_AVFI\_Ns (movie AV file information number)

**[0118]** Indicates the number of following AVFI information fields. If 0, no AVFI is present; if 1, an AVFI is present. AVFI presence corresponds to the presence of movie AV file RTR\_MOV.VRO.

M\_VOB\_STI\_Ns (M\_VOB\_STI number)

**[0119]** Indicates the number of following M\_VOB\_STI fields.

M\_AVFIT\_EA (M\_AVFIT end address)

Stores the M\_AVFIT end address.

M\_VOB\_STI (movie VOB stream information) (Fig. 12)

**[0120]** Stores the following as movie VOB stream information.

V\_ATR (video attributes)

**[0121]** Stores the following video attributes according to the format as shown in Fig. 13.

Video compression mode

**[0122]** Stores one of the following values indicating the video compression mode.

00b: MPEG\_1

01b: MPEG\_2

TV system

**[0123]** Stores one of the following values indicating the television system.

00b: 525/60 (NTSC)

01b: 625/50 (PAL)

Aspect ratio

**[0124]** Stores one of the following values indicating the aspect ratio.

00b: 4x3

01b: 16x9

line21\_switch\_1

**[0125]** Stores one of the following values indicating whether closed caption data for field 1 is contained in the video stream.

1b: recorded

0b: not recorded

line21\_switch\_2

**[0126]** Stores one of the following values indicating whether closed caption data for field 2 is contained in the video stream.

1b: recorded

0b: not recorded

Video resolution

**[0127]** Stores one of the following values indicating the video resolution.

000b: 720x480 (NTSC), 720x576 (PAL)

001b: 702x480 (NTSC), 702x576 (PAL)

010b: 352x480 (NTSC), 352x576 (PAL)

1011b: 352x240 (NTSC), 352x288 (PAL)

100b: 544x480 (NTSC), 544x576 (PAL)

101b: 480x480 (NTSC), 480x576 (PAL)

AST\_Ns (audio stream number)

**[0128]** Stores the number of audio streams recorded to the corresponding VOB.

SPST\_Ns (still picture stream number)

**[0129]** Stores the number of still picture streams recorded to the corresponding VOB.

20 A\_ATR0 (audio stream 0 attributes)

**[0130]** Stores the following attributes for the audio recorded to audio stream 0 using the format as shown in Fig. 13.

Audio coding mode

25 **[0131]** Stores one of the following values indicating the audio compression method.

000b: Dolby AC-3

001b: : MPEG audio without an extension stream

30 010b: MPEG audio with an extension stream

011b: linear PCM

Preference flag

35 **[0132]** Stores one of the following values indicating user preference information for the audio channel.

00b: not applicable

01b: audio channel 1

10b: audio channel 2

40

**[0133]** For example, if audio channel 1 is in Japanese, audio channel 2 is in English, and the user prefers to listen in English, this preference flag is set to 10b by the user.

Application Flag

45 **[0134]** Stores one of the following values indicating the audio application.

00b: not applicable

01b: plural audio channel configurations are mixed

50

10b: enhancement channel included

**[0135]** Note that a value of 01b indicating plural audio channel configurations are mixed means, for example, that two or more audio streams of monaural, stereo, or dual audio (such as in both Japanese and English) are recorded to the AV stream on separate time bases.

**[0136]** The enhancement channel is an enhanced audio channel for the visually impaired.

## Quantization/DRC

**[0137]** Stores one of the following values for identifying whether dynamic range control (DRC) information is present.

00b: DRC not contained in MPEG stream

01b: DRC contained in MPEG stream

**[0138]** If LPCM is used, the following value is stored to identify the quantization level. 00b: 16 bit fs

**[0139]** The following value is stored to identify the sampling frequency.

00b: 48 kHz

## Number of Audio channels

**[0140]** Stores one of the following values indicating the number of audio channels.

0000b: 1 channel (monaural)

0001b: 2 channel (stereo)

0010b: 3 channel

0011b: 4 channel

0100b: 5 channel

0101b: 6 channel

0110b: 7 channel

0111b: 8 channel

1001b: 2 channel (dual monaural)

**[0141]** Dual monaural refers, for example, to a bilingual recording with main (e.g., Japanese) and sub (e.g., English) channels, both of which are monaural.

## Bitrate

**[0142]** Stores one of the following values indicating the bitrate.

0000 0001b: 64 kbps

0000 0010b: 89 kbps

0000 0011b: 96 kbps

0000 0100b: 112 kbps

0000 0101b: 128 kbps

0000 0110b: 160 kbps

0000 0111b: 192 kbps

0000 1000b: 224 kbps

0000 1001b: 256 kbps

0000 1010b: 320 kbps

0000 1011b: 384 kbps

0000 1100b: 448 kbps

0000 1101b: 768 kbps

0000 1110b: 1536 kbps

**[0143]** What is important here is that if the corresponding audio stream is an MPEG audio stream with an extension stream, only the bitrate of the base stream, not including the extension stream, is recorded. This is because compression using a VLC technique is used for the extension stream, and the extension stream therefore cannot be defined using a fixed bitrate as above.

## A\_ATR1 (audio stream 1 attributes)

**[0144]** Stores the following attributes of audio stream 1 using the format as shown in Fig. 13. Note that these attributes are defined using the same fields used with A\_ATR0 and described above, and further description is thus omitted here.

**[0145]** As shown in Fig. 43, if there are two audio streams (audio stream 1 and audio stream 2) for a single AV stream, A\_ATR0 is used for audio stream 1 management information, and A\_ATR1 is used for audio stream 2 management information. Because A\_ATR0 and A\_ATR1 are identical in structure, A\_ATR0 shown on the bottom in Fig. 13 is also applicable to A\_ATR1.

**[0146]** One possible application for two audio streams is to broadcast a baseball game, for example, with announcer commentary for one team broadcast in stereo on audio stream 1, and the announcer commentary for the other team broadcast in stereo on audio stream 2.

**[0147]** If there is only one audio stream, that is, audio stream 1 in this case as shown in Fig. 44, A\_ATR0 is used for the audio stream 1 management information while A\_ATR1 is left blank or as initialized.

**[0148]** Furthermore, if audio streams 1 and 2 are both recorded for a single AV stream, A\_ATR0 is used for audio stream 1 management information, and A\_ATR1 is used for audio stream 2 management information. By setting the preference flag to 10b in A\_ATR1 as shown in Fig. 45, audio channel 2, that is, the subchannel, can be designated the preferred channel and selected with priority to audio channel 1. Furthermore, by setting the application flag to 01b it is known that a plurality of audio channels are mixed. By further setting the number of audio channels to 1001 b, it is known that two channel (dual monaural) audio is the preferred mode. Which is the preferred or representative mode when there are plural modes can be detected by, for example, comparing the total time of each mode and selecting the mode with the longest time, or sending a code in the broadcast signal indicating a preselected preferred mode.

## SP\_ATR (subpicture attribute)

**[0149]** Records the subpicture attribute information shown below according to the format as shown in Fig. 14.

## Application Flag

**[0150]** Stores one of the following values indicating the application type.

00b: not applicable

01b: caption

10b: animation

## SP\_PLT (subpicture color palette)

**[0151]** Records the subpicture color palette information using the format shown in Fig. 14.

## M\_AVFI (Fig. 15)

**[0152]** The movie AV file information M\_AVFI comprises the following information for accessing a movie VOB: M\_AVFI\_GI, M\_VOBI\_SRP, and M\_VOBI.

## M\_AVFI\_GI (movie AV file general information)

(Fig. 15)

**[0153]** Stores the movie VOB information search pointer count M\_VOBI\_SRP\_Ns.

M\_VOBI\_SRP\_Ns (movie VOB information search pointer number)

**[0154]** Records the number of movie VOB information search pointers M\_VOBI\_SRP.

M\_VOBI\_SRP (movie VOB information search pointer) (Fig. 15)

**[0155]** Stores address information for accessing each M\_VOBI.

M\_VOBI\_SA (movie VOB information start address)

**[0156]** Stores the M\_VOBI start address used for a seek operation accessing the corresponding VOB information.

M\_VOBI (movie VOB information) (Fig. 16)

**[0157]** Stores the following movie VOB management information:

M\_VOB\_GI, SMLI, AGAPI, TMAPI, and CP\_MNGI.

M\_VOB\_GI (general information) (Fig. 16)

**[0158]** Records the following general information relating to a movie VOB.

VOB\_TY (VOB type)

**[0159]** Stores VOB attributes according to the format as shown in Fig. 17.

TE

**[0160]** Stores one of the following values indicating the VOB status.

0b: normal

1b: temporarily or partially deleted

AO\_STATUS

**[0161]** Stores one of the following values indicating the status of audio stream 0.

00b: original state

01b: overwritten

A1\_STATUS

**[0162]** Stores one of the following values indicating the status of audio stream 1.

00b: original state

01b: overwritten

10b: dummy for additional audio content

11b: additional audio content added

APS

**[0163]** Stores one of the following values indicating the analog copy prevention control signal state.

00b: analog copy protection not enabled

01b: type 1

10b: type 2

11b: type 3

SML\_FLG

**[0164]** Stores one of the following values indicating whether the VOB is to be seamlessly reproduced with the preceding VOB.

0b: seamless reproduction not possible

1b: seamless reproduction possible

A0\_GAP\_LOC

**[0165]** Stores one of the following values indicating the presence of an audio reproduction gap in audio stream 0, and identifying the VOB to which the audio reproduction gap is multiplexed.

00b: no audio reproduction gap recorded

01b: audio reproduction gap multiplexed to first VOB

10b: audio reproduction gap multiplexed to second VOB

11b: audio reproduction gap multiplexed to third VOB

A1\_GAP\_LOC

**[0166]** Stores one of the following values indicating the presence of an audio reproduction gap in audio stream 1, and identifying the VOB to which the audio reproduction gap is multiplexed.

00b: no audio reproduction gap recorded

01b: audio reproduction gap multiplexed to first VOB

10b: audio reproduction gap multiplexed to second VOB

11b: audio reproduction gap multiplexed to third VOB

VOB\_REC\_TM (VOB recording date/time)

**[0167]** The date and time the VOB was recorded is stored in the same format used for PL\_CREATE\_TM shown in Fig. 9. What is important to note here is that this indicates the date/time that the first video presentation frame of the VOB was recorded. If the first video frame is changed by editing or deletion, this VOB\_REC\_TM value must be updated, it should be further noted that the date/time of recording can be displayed synchronized to the VOB presentation similarly to the way a date/time is displayed on the viewfinder of a video camcorder by simply adding the time elapsed in the VOB to the time stored as VOB\_REC\_TM.

VOB\_REC\_TM\_SUB (VOB recording date/time difference information)

**[0168]** This field is used to absorb error in a VOB\_REC\_TM field that has been updated because the first video frame in the VOB was changed by VOB editing or deletion. As shown in Fig. 9, VOB\_REC\_TM is only accurate to the second. This means that if the video was edited or deleted at the frame or field level (precision), the recording time cannot be expressed with suf-

ficient accuracy using only VOB\_REC\_TM. This field is therefore used to adjust for any difference.

M\_VOB\_STIN (M\_VOB\_STI number)

[0169] Stores the M\_VOB\_STI number corresponding to the VOB. This M\_VOB\_STI number is the recording sequence in the above-noted M\_VOB\_STI table.

VOB\_V\_S\_PTM (VOB video start PTM)

[0170] Stores the VOB presentation start time based on the same reference time as the time stamp of the video stream.

VOB\_V\_E\_PTM (VOB video end PTM)

[0171] Stores the VOB presentation end time based on the same reference time as the time stamp of the video stream. It should be noted that the time stamp of the stream indicates the presentation start time of the frame, but this VOB\_V\_E\_PTM field records the presentation end time, that is, the sum of the start time plus the frame presentation period.

SMLI (seamless information) (Fig. 16)

[0172] SMLI stores the following information required for seamless reproduction with the preceding VOB. Note that this field is only recorded when the above-noted SML\_FLG is 1b.

VOB\_FIRST\_SCR

[0173] Stores the SCR of the first pack in the VOB.

PREV\_VOB\_LAST\_SCR

[0174] Stores the SCR of the last pack in the previous VOB.

AGAPI (audio gap information) (Fig. 16)

[0175] AGAPI records the following information required for the decoder to process an audio reproduction gap. This field is only recorded when a value other than 00b is written to the above-noted A0\_GAP\_LOC or A1\_GAP\_LOC.

VOB\_A\_STP\_PTM (VOB audio stop PTM)

[0176] Records the time of the audio reproduction gap, that is, the time at which the decoder is to temporarily stop audio reproduction. This time is recorded using the same reference time as the stream time stamp.

VOB\_A\_GAP\_LEN (VOB audio gap length)

[0177] Records the length of the audio reproduction gap in 90 kHz precision.

CP\_MNGI (copy management information) (Fig. 16)

[0178] Records the copy management information for the corresponding VOB, and comprises CPG\_STATUS and CPGI.

CPG\_STATUS (copy protection status)

[0179] Stores a value used for VOB copy protection. CPG\_STATUS indicates whether content can be freely copied or whether only a first generation copy can be made.

CPGI (copy protection information)

[0180] Records the copy protection information applied to the corresponding VOB.

TMAPI (time map information) (Fig. 18)

[0181] The time map information comprises TMAP\_GI, TM\_ENT, and VOBU\_ENT fields.

TMAP\_GI (Fig. 18)

[0182] The general TMAP information TMAP\_GI comprises TM\_ENT\_Ns, VOBU\_ENT\_Ns, TM\_OFS, and ADR\_OFS fields as described below.

TM\_ENT\_Ns (TM\_ENT number)

[0183] Records the number of TM\_ENT fields in the TMAPI block as described below.

VOBU\_ENT\_Ns (VOBU\_ENT number)

[0184] Records the number of VOBU\_ENT fields in the TMAPI block as described below.

TM\_OFS (time offset)

[0185] Records the time map offset with the video field precision.

ADR\_OFS (address offset)

[0186] Records the offset in the first AV field in the VOB.

TM\_ENT (time entry) (Fig. 18)

[0187] A time entry comprises the following fields as access point information at a constant time interval TMU. If the video format is NTSC, the TMU is 600 video fields; if PAL, it is 500 video fields.

VOBU\_ENTN (VOBU\_ENT number)

[0188] Records the entry number of a VOBU containing the time  $(TMU \times (N-1) + TM\_OFS)$  for the N-th TM\_ENT) indicated by the TM\_ENT.

TM\_DIFF (time difference)

[0189] Records the difference between the time indicated by this TM\_ENT and the presentation start time of the VOBU pointed to by VOBU\_ENTN.

VOBU\_ADR (VOBU address)

[0190] Records the start address in the VOB of the VOBU pointed to by VOBU\_ENTN.

VOBU\_ENT (Fig. 19)

[0191] The VOBU entry (VOBU\_ENT) has the fields shown below for the corresponding VOBU. The fields are formatted as shown in Fig. 19. The time and address information required to access a desired VOBU can be obtained by simply adding the following fields in sequence.

1STREF\_SZ

[0192] Stores the number of packs from the first pack in the VOBU to the pack containing the last data block of the first I-picture in the VOBU.

VOBU\_PB\_TM

[0193] Records the playback time of this VOBU.

VOBU\_SZ

[0194] Records the data size of this VOBU.

S\_AVFIT (Fig. 20)

[0195] The still picture AV file information table comprises the following management information fields for the still picture AV file RTR\_STO.VRO: S\_AVFITI, S\_VOB\_STI, S\_AVFI.

S\_AVFITI (still picture AV file information table information) (Fig. 20)

[0196] Stores the following information required to access S\_VOB\_STI and S\_AVFI.

S\_AVFI\_Ns (still picture AV file information number)

[0197] This is a value of either 0 or 1. This value corresponds to the number of still picture AV files, that is, RTR\_STO.VRO file presence.

S\_VOB\_STI\_Ns (still picture VOB stream information number)

[0198] Records the number of S\_VOB\_STI described below.

S\_AVFI\_EA (still picture AV file information end address)

[0199] Records the S\_AVFI end address.

S\_VOB\_STI (still picture VOB stream information) (Fig. 20)

[0200] Records the following still picture VOB stream information.

V\_ATR (video attributes)

[0201] Information recorded as the video attributes are the Video compression mode, TV system, Aspect ratio, and Video resolution. These fields are as described above with reference to the video attributes V\_ATR of the M\_VOB\_STI.

OA\_ATR (audio stream attributes)

[0202] The audio stream attribute fields are: Audio coding mode, Application Flag, Quantization/DRC, fs, Number of Audio channels. These are also as described above with reference to the A\_ATRO fields of the M\_VOB\_STI.

SP\_ATR (subpicture attributes)

[0203] The Application Flag is recorded for the subpicture attributes. This field is the same as SP\_ATR described above with reference to M\_VOB\_STI.

SP\_PLT (subpicture color palette)

[0204] Stores the color palette information for subpictures. The format is as described with reference to the SP\_PLT of M\_VOB\_STI.

S\_AVFI (still picture AV file information) (Fig. 23)

[0205] Comprises the following fields required to access a still picture VOG: S\_AVFI\_GI, S\_VOGI\_SRP, and S\_VOGI.

S\_AVFI\_GI (Fig. 23)

[0206] General still picture AV file information S\_AVFI\_GI records S\_VOGI\_SRP\_Ns.

S\_VOGI\_SRP\_Ns (still picture VOB group search pointer number)

[0207] Records the number of S\_VOGI\_SRP fields described below.

S\_VOGI\_SRP (still picture VOB group information search pointer) (Fig. 23)

Records S\_VOGI\_SA.

[0208] S\_VOGI\_SA (still picture VOB group information start address) records the start address of this S\_VOGI.

S\_VOGI (Fig. 23)

[0209] The still picture VOB group information S\_VOGI comprises the following still picture VOB management information fields: S\_VOG\_GI, S\_VOB\_ENT, CP\_MNGI.

S\_VOG\_GI (Fig. 23)

[0210] General still picture VOB group information S\_VOG\_GI records the following fields as general information relating to the still picture VOB group.

S\_VOB\_Ns (still picture VOB number)

[0211] Records the number of still picture VOBs in the still picture VOB group.

S\_VOB\_STIN (S\_VOB\_STI number)

[0212] Records the S\_VOB\_STI number storing the still picture VOB stream information. This S\_VOB\_STI number is the recording sequence in the S\_VOB\_STI table,

FIRST\_VOB\_REC\_TM (first VOB recording date/time)

[0213] Records the recording date/time information of the first still picture VOB in the still picture VOB group.

LAST\_VOB\_REC\_TM (last VOB recording date/time)

[0214] Records the recording date/time information of the last still picture VOB in the still picture VOB group.

S\_VOB\_SA (still picture VOB group start address)

[0215] Records the start address of the still picture VOB group in the RTR\_STO.VRO file.

CP\_MNGI (copy management information)

[0216] Records copy management information relating to the corresponding still picture VOB group. The fields thereof are the same as the above-described CP\_MNGI for movie VOB information M\_VOBI.

S\_VOB\_ENT (Fig. 24)

[0217] Still picture VOB entries S\_VOB\_ENT are defined as either type A or type B as described below according to whether there is audio recorded for individual still picture VOBs in the still picture VOB group.

S\_VOB\_ENT (Type A) (Fig. 24)

[0218] Type A comprises the fields S\_VOB\_ENT\_TY and V\_PART\_SZ, defined as follows.

S\_VOB\_ENT\_TY (still picture VOB entry type)

[0219] Still picture VOB type information is formatted as shown in Fig. 25.

MAP\_TY

[0220] Stores one of the following values for identifying type A or type B.

00b: type A

01b: type B

TE

[0221] Stores one of the following values indicating the status of the still picture VOB.

0b: normal

1b: temporarily or partially deleted

SPST\_Ns

[0222] Stores the number of subpicture streams in the still picture VOB.

V\_PART\_SZ (video part size)

[0223] Stores the data size of the video part of the still

picture VOB.

S\_VOB\_ENT (Type B) (Fig. 24)

[0224] In addition to S\_VOB\_ENT\_TY and V\_PART\_SZ fields, type B also has A\_PART\_SZ and A\_PB\_TM fields as defined below.

S\_VOB\_ENT\_TY (still picture VOB entry type)

[0225] Records the type of the still picture VOB. These fields are as described above with reference to type A.

V\_PART\_SZ (video part size)

[0226] Stores the data size of the video part of the still picture VOB.

A\_PART\_SZ (audio part size)

[0227] Stores the data size of the audio part of the still picture VOB.

A\_PB\_TM (audio playback time)

[0228] Stores the playback time (length) of the audio part of the still picture VOB.

UD\_PGCIT (Fig. 26)

[0229] The user-defined PGC information table comprises the following fields: UD\_PGCITI, UD\_PGCI\_SRP, and UD\_PGCI.

UD\_PGCITI (Fig. 26)

[0230] The user-defined PGC information table information UD\_PGCITI records the following fields constituting the user-defined PGC information table.

UD\_PGCI\_SRP\_Ns (user-defined PGC information search pointer number)

[0231] Records the number of UD\_PGCI\_SRP fields.

UD\_PGCIT\_EA (user-defined PGC information table end address)

[0232] Records the UD\_PGCIT end address.

UD\_PGCI\_SRP (Fig. 26)

[0233] The user-defined PGC information search pointer UD\_PGCI\_SRP records the UD\_PGCI\_SA field.

UD\_PGCI\_SA (user-defined PGC information start address)

[0234] Records the UD\_PGCI start address. This address is used to seek and access the PGCI.

UD\_PGCI (Fig. 26)

[0235] The detailed structure of the user-defined PGC information is described further below under the PGC information PGCI.

ORG\_PGCI (Fig. 5)

[0236] The detailed structure of the original PGC information is described further below under the PGC information PGCI.

TXTDT\_MG (Fig. 27)

[0237] The text data management field TXTDT\_MG comprises TXTDTI, IT\_TXT\_SRP, and IT\_TXT fields as described below.

TXTDTI (Fig. 27)

[0238] Text data information TXTDTI comprises the following fields: CHRS, IT\_TXT\_SRP\_Ns, TXTDT\_MG\_EA.

CHRS (character set code)

[0239] Records the character set code used for IT\_TXT.

IT\_TXT\_SRP\_Ns (IT\_TXT search pointer number)

[0240] Records the number of IT\_IXI\_SRP fields.

TXTDT\_MG\_EA (text data management end address)

[0241] Records the end address of the TXTDT\_MG block.

IT\_TXT\_SRP (Fig. 27)

[0242] The IT\_TXT search pointer IT\_IXI\_SRP records the following information for accessing IT\_TXT.

IT\_TXT\_SA (IT\_TXT start address)

[0243] Records the IT\_TXT start address. This address is used to seek and access the IT\_TXT block.

IT\_TXT\_SZ (IT\_TXT size)

[0244] Records the IT\_TXT data size. A desired IT\_TXT block can be read by reading this amount of data.

IT\_TXT (Fig. 27)

[0245] IT\_TXT comprises one or more sets of three fields: identification code IDCD, the text TXT corresponding to that ID code, and an end code TMCD defining the end of the set. If there is no TXT field for an IDCD, the TXT field can be omitted and IDCD and TMCD recorded as one set. Valid IDCD values are defined as follow.

#### Genre codes

30h:	movie
31h:	music
32h:	drama
33h:	animation
34h:	sports
35h:	documentary
36h:	news
37h:	weather
38h:	educational
39h:	hobby
3Ah:	entertainment
3Bh:	performing arts (plays, opera)
3Ch:	shopping

#### Input source codes

60h:	broadcasting station
61h:	camcorder
62h:	photograph
63h:	memo
64h:	other

[0246] PGCI (Fig. 28)

[0247] Original program chain information ORG\_PGCI and user-defined program chain information UD\_PGCI have a common data structure collectively referred to as program chain information PGCI. PGCI comprises the following fields: PGC\_GI (program chain general information), PGI (program information), CI\_SRP (cell information search pointer), and CI (cell

information).

PGC\_GI (Fig. 28)

[0248] PGC\_GI (PGC general information) comprises the fields PG\_Ns (program number) and CI\_SRP\_Ns (cell information search pointer number) as general information about the PGC. These fields are described further below.

PG\_Ns (program number)

[0249] Records the number of programs in the PGC. If a user-defined PGC, this field is 0 because there is no program.

CI\_SRP\_Ns (CI\_SRP number)

[0250] Records the number of cell information search pointers CI\_SRP, described below.

PGI (Fig. 28)

[0251] PGI (program information) comprises the following fields as described below: program type PG\_TY, cell number C\_Ns, primary text information PRM\_TXTI, IT\_TXT\_SRPN, and THM\_PTRI.

PG\_TY (program type)

[0252] Records the following information formatted as shown in Fig. 29.

Protect (protected)

0b: normal

1b: protected

C\_Ns (cell number)

[0253] Records the cell number in the program.

PRM\_TXTI (primary text information)

[0254] Records the text information describing program content. For further details, see the above-noted PL\_SRPT.

IT\_TXT\_SRPN (IT\_TXT\_SRP number)

[0255] If IT\_TXT containing program content information is recorded in addition to the primary text noted above, the IT\_TXT\_SRP number recorded in TXTDT\_MG is stored to this field.

THM\_PTRI (thumbnail image pointer information)

[0256] Records the thumbnail image information representing this program. Details about the THM\_PTRI are identical to the above-noted THM\_PTRI of PL\_SRPT.

CI\_SRP (Fig. 28)

[0257] The cell information search pointer (CI\_SRP) records address information required for accessing this cell information.

CI\_SA (cell information start address)

[0258] Records the start address of the cell information. The cell is accessed by seeking this address.

CI (Fig. 30)

[0259] CI (cell information) is one of two types: M\_CI for movies, or S\_CI for still picture.

M\_CI (Fig. 30)

[0260] M\_CI (movie cell information) comprises the following fields: M\_C\_GI and M\_C\_EPI.

M\_C\_GI (Fig. 30)

[0261] M\_C\_GI (movie cell general information) con-

tains the following basic information for each cell,

C\_TY (cell type)

[0262] Records the following information formatted as shown in Fig. 31 for identifying movie cells and still picture cells.

C\_TY1

000b: movie cell

001b: still picture cell

M\_VOBI\_SRPN (movie VOB information search pointer number)

[0263] Records the search pointer number of the movie VOB information corresponding to this cell. To access the stream data corresponding to this cell, it is first necessary to access the movie VOB information search pointer number indicated by this field.

C\_EPI\_Ns (cell entry point information number)

[0264] Records the number of entry points in this cell.

C\_V\_S\_PTM (cell video start time)

[0265] Records the playback start time of the cell using the format shown in Fig. 10.

C\_V\_E\_PTM (cell video end time)

[0266] Records the playback end time of the cell using the format shown in Fig. 10. Used in conjunction with C\_V\_S\_PTM to define the valid cell period within the corresponding VOB.

M\_C\_EPI (Fig. 32)

[0267] M\_C\_EPI (movie cell entry point information) is categorized as Type A or Type B based on the presence of primary text.

M\_C\_EPI (Type A) (Fig. 32)

[0268] M\_C\_EPI (Type A) contains the following information indicative of an entry point.

EP\_TY (entry point type)

[0269] Records the following information formatted as shown in Fig. 33 for identifying the entry point type.

EP\_TY1

00b: Type A

01b: Type B

EP\_PTM (entry point time)

[0270] Records the time at which the entry point is set according to the format as shown in Fig. 10.

M\_C\_EPI (Type B) (Fig. 32)

[0271] In addition to the same EP\_TY and EP\_PTM fields of Type A, M\_C\_EPI (Type B) has a PRM\_TXTI field as described below.

PRM\_TXTI (primary text information)

[0272] Records text information describing the content of the location indicated by the entry point. Details of this information are as described in the above-noted PL\_SRPT.

S\_CI (Fig. 30)

[0273] S\_CI (still picture cell information) comprises S\_C\_GI and S\_C\_EPI fields.

S\_C\_GI (Fig. 30)



**[0274]** S\_C\_GI (still picture cell general information) contains the basic cell information described below.

C\_TY (cell type)

**[0275]** Records information for identifying movie cells and still picture cells. This cell type information is as described above with reference to a movie cell.

S\_VOGL\_SRPN (still picture VOB group information search pointer number)

**[0276]** Records the search pointer number of the still picture VOB group information for the cell. To access the stream data corresponding to the cell, it is first necessary to access the still picture VOB group information search pointer number indicated by this field.

C\_EPI\_Ns (cell entry point information number)

**[0277]** Records the number of entry points in this cell.

S\_S\_VOB\_ENTN (starting still picture VOB number)

**[0278]** Records the still picture VOB number from which cell reproduction starts according to the format as shown in Fig. 11. The still picture VOB number is the sequence number in the S\_VOG pointed to by the above-noted S\_VOGL\_SRPN.

E\_S\_VOB\_ENTN (end still picture VOB number)

**[0279]** Records the still picture VOB number at which cell reproduction ends according to the format as shown in Fig. 11. The still picture VOB number is the sequence number in the S\_VOG pointed to by the above-noted S\_VOGL\_SRPN. It should be noted that the valid cell period in the S\_VOG to which the cell belongs is defined by this field in conjunction with S\_S\_VOB\_ENTN.

S\_C\_EPI (Fig. 32)

**[0280]** S\_C\_EPI (still picture cell entry point information) is categorized as Type A or Type B depending upon the presence of primary text.

S\_C\_EPI (Type A) (Fig. 32)

**[0281]** S\_C\_EPI (Type A) contains the following information indicative of an entry point.

EP\_TY (entry point type)

**[0282]** Records the following information formatted as shown in Fig. 33 for identifying the entry point type.

EP\_TY1

00b: Type A

01b: Type B

S\_VOB\_ENTN (still picture VOB entry number)

**[0283]** Records the still picture number in which the entry point is set according to the format as shown in Fig. 11.

S\_C\_EPI (Type B) (Fig. 32)

**[0284]** In addition to the same EP\_TY and S\_VOB\_ENTN fields of Type A, S\_C\_EPI (Type B) has a PRM\_TXTI as described below.

PRM\_TXTI (primary text information)

**[0285]** Records text information describing the content of the location indicated by the entry point. Details of this information are as described in the above-noted PL\_SRPT.

## Configuration of a DVD recorder

**[0286]** The configuration of a DVD recorder is described next below with reference to Fig. 40.

**[0287]** As shown in the figure, this DVD recorder comprises a user interface 7801 for interaction with the user; a system controller 7802 for handling overall management and control of the recorder; an input block 7803 comprising an AID converter for audio and video input to the recorder; an encoder 7804; an output section 7805 for audio and video output; a decoder 7806 for MPEG stream decoding; track buffer 7807; and drive 7808.

## Operation of a DVD recorder

**[0288]** The basic recording and reproduction operation of a DVD recorder shown in Fig. 40 is described next below.

**[0289]** A play list recording operation is described first below.

**[0290]** Before recording starts, the input block 7803, encoder 7804, and track buffer 7807 are initialized by a command from the system controller 7802. Audio and video data input to the input block 7803 are AID converted and passed to the encoder 7804. The encoder 7804 compresses and multiplexes the video and audio data to generate an MPEG system stream, which it then passes to the track buffer 7807. Data is then passed sequentially from the track buffer 7807 to the drive for recording to DVD-RAM disc.

**[0291]** A method for defining a play list is described briefly next.

**[0292]** The new stream recorded by the above operation is appended to the end of the original program chain ORG\_PGC in which all streams on the disc are stored. Playback is possible by means of this original program chain ORG\_PGC alone, but a wider range of reproduction paths can be achieved by defining a user-defined PGC, that is, a play list, whereby desired parts of the original program chain ORG\_PGC are selectively retrieved and reproduced. A play list makes it possible to select only desired parts of the original program chain ORG\_PGC for reproduction in a desired sequence. Therefore, the operation for defining a play list with respect to operations involving the user interface basically requires the user to define a desired number of pairs of starting points A and ending points B in the original program chain ORG\_PGC.

**[0293]** If these starting points A and ending points B indicate moving picture or audio data, points A and B are defined using the time stamp on the stream; if still pictures, points A and B define the first and last still picture numbers, respectively.

**[0294]** It should be noted that this play list defining process can be accomplished by means of the system controller 7802 operating in conjunction with user interface 7801 shown in Fig. 40.

[0295] Moving picture data (M\_VOBI #1, M\_VOB #1) or still picture data (S\_VOGL #1, S\_VOB #1, ... S\_VOB #i) must be present as shown in Fig. 4 together with the original program chain ORG\_PGC (the block indicated as a Program Set in Fig. 4) to record a play list. When a new play list is generated, Play List #i as shown at the top right in Fig. 4 is compiled and recorded to the management information.

[0296] Play List #1, which is compiled first, is described below.

[0297] The user first selects image #p to #q from among the still pictures in S\_VOGL #1. The selection information for images #p to #q is stored in the first cell S\_Cell in Play List #1. More specifically, information indicative of S\_VOGL #1 is written to the still picture VOB group information search pointer number S\_VOGL\_SRPN shown in the bottom right of Fig. 30; the p-th image number is written to S\_S\_VOB\_ENTN, and the q-th image number is written to E\_S\_VOB\_ENTN.

[0298] In the case of a video selection, the user selects a moving picture sequence in M\_VOBI #1 starting at time m from a reference time (a time determined by the time stamping) and ending at time n from the reference time. Data indicating this selection from time m to time n is stored to the second cell M\_Cell in the Play List #1. More specifically, information indicative of M\_VOBI #1 is written to movie VOB information search pointer number M\_VOBI\_SRPN, time m is written to C\_V\_S\_PTM, and time n is written to C\_V\_E\_PTM, as shown in the top right of Fig. 30.

[0299] When a Play List #1 thus recorded is reproduced, still pictures #p to #q are first reproduced from S\_VOGL #1, and video from is then reproduced from time m to time n from M\_VOBI #1. As a result, a particular AV sequence desired by the user can be reproduced in the desired order.

[0300] The play list recording operation described above is described in further detail below with reference to the flow charts in Fig. 43 and Fig. 44.

[0301] The steps shown in Fig. 43 are described first.

[0302] Step #1: The cell information number N is set to 1. This cell information CI number is shown as CI #n in the bottom left of Fig. 30, and corresponds to either video cell information or still picture cell information.

[0303] Step #2: It is determined whether the user-selected data is moving picture or still picture data. If video data, the procedure steps to step #3; if still picture data, the procedure steps to step #7.

[0304] Step #3: The selected M\_VOBI #i is read. A movie VOB information search pointer number M\_VOBI\_SRPN for specifying M\_VOBI #i is generated, and stored to M\_VOBI\_SRPN memory (Fig. 40).

[0305] Step #4: While playing the video corresponding to M\_VOBI #i, the user asserts a cue signal at the desired place in the video, that is, at the beginning point of the user-defined play list. C\_V\_S\_PTM storing a start time as detected from the time stamp is then generated, and stored to C\_V\_S\_PTM memory (Fig. 40). The user

then asserts a cue signal again at the end of the desired segment. C\_V\_E\_PTM defining the end time is similarly generated, and stored to C\_V\_E\_PTM memory (Fig. 40).

5 [0306] Step #5: Data required for the cell information shown in Fig. 30 is then generated and stored to memory (not shown in Fig. 40).

10 [0307] Step #6: The selected still picture information S\_VOGL #i is read. As shown in Fig. 23, S\_VOGL #i contains a plurality of still pictures; a particular still picture in this still picture group is identified by S\_VOB\_Ns, The still picture VOB group information search pointer number S\_VOGL\_SRPN identifying this S\_VOGL #i is generated, and stored to S\_VOGL\_SRPN memory (Fig. 40).

15 [0308] Step #7: The user asserts a cue signal when the desired still picture is displayed while the still pictures in S\_VOGL #i are being reproduced in sequence. S\_S\_VOB\_ENTN storing the number of the still picture in the sequence is generated, and stored to S\_S\_VOB\_ENTN memory (Fig. 40). The user then asserts a cue signal when the desired last still picture is being displayed. E\_S\_VOB\_ENTN storing the number of this still picture is similarly generated and stored to E\_S\_VOB\_ENTN memory (Fig. 40).

20 [0309] Step #8: Data required for the still picture cell information shown in Fig. 30 is generated, and stored to memory (not shown in Fig. 40).

25 [0310] Step #9: Cell information for one cell is thus completed and stored to memory.

30 [0311] Step #10: The user decides whether to select additional video or still pictures. To select additional images, the user returns to step 2, otherwise the procedure steps to step #11.

35 [0312] Step #11: Play List #i, that is, the user-defined program chain information UD\_PGCI, is completed, and written to disc as part of the management information by way of drive 7808.

40 [0313] Step #12: Play list type information PL\_TY describing the content of the play list completed in step #11 is generated, that is, whether video and/or still pictures are present, and written to disc by way of drive 7808 as part of the management information. Details about generating this play list type information PL\_TY are further described in detail with reference to Fig. 44.

45 [0314] Step #13: Play list search pointer table PL\_SRPT pointing to the the play list to which play list type PL\_TY corresponds is generated, and written to disc as part of the management information by way of drive 7808.

50 [0315] The steps in the procedure shown in Fig. 44 are described next below.

55 [0316] Step #20: It is detected whether video cells are contained in Play List #i, that is, the compiled user-defined program chain information UD\_PGCI.

[0317] Step #21: It is detected whether still picture cells are contained in Play List #i, that is, the compiled user-defined program chain information UD\_PGCI.

[0318] Step #22: It is detected whether still picture cells are contained in Play List #i, that is, the compiled user-defined program chain information UD\_PGCI.

[0319] Step #23: If both video and still pictures are contained in the play list, play list type PL\_TY is set to 0010b.

[0320] Step #24: If only video is contained in the play list, play list type PL\_TY is set to 0000b.

[0321] Step #25: If only still pictures are contained in the play list, play list type PL\_TY is set to 0001b.

[0322] Step #26: If no video or still pictures are contained in the play list, that is, only audio data is present, play list type PL\_TY is set to 0011b.

[0323] The play list type PL\_TY thus defined is written to the play list search pointer PL\_SRP shown at the bottom right in Fig. 41. By reproducing this play list search pointer PL\_SRP, the display as shown at the top left in Fig. 41 is presented.

[0324] Reproducing the play list is described next.

[0325] The user inserts a DVD-RAM disc to the player and selects a desired reproduction path from among the plural reproduction paths on disc. A method whereby the user selects the desired reproduction path is described in detail below.

[0326] Reproduction paths are defined by means of the user-defined program chain information UD\_PGCI, or play list, as noted above. A plurality of play lists can be defined, and it is therefore essential to present a list of available play lists, i.e., program chains, in a way that is easy for the user to understand the content of each play list.

[0327] A presentation screen using this play list search pointer PL\_SRP is described next with reference to the flow chart in Fig. 45.

[0328] The steps in Fig. 45 are described next below.

[0329] Step #30: The play list number N is set to 0. The play list number is shown by PL\_SRP #n as shown in the middle of Fig. 8.

[0330] Step #31: Play list number N is incremented 1.

[0331] Step #32: The N-th play list search pointer PL\_SRP is read from the play list search pointer table PL\_SRPT. The content of play list search pointer PL\_SRP is shown in the middle of Fig. 8 and on the right in Fig. 41.

[0332] Step #33: Primary text information PRM\_TXTI and play list type PL\_TY are read from play list search pointer PL\_SRP. The titles contained in the play list are recorded in primary text information PRM\_TXTI.

[0333] Step #34: Whether there is a next play list is detected. If there is, the procedure loops back to step #31; if not, the procedure steps to step #35.

[0334] Step #35: A list of available play lists is presented on screen. An exemplary presentation screen is shown in Fig. 41. In the example shown in Fig. 41, play list 1 contains only a still picture of "Fall in Oze"; play list 2 comprises a mix of video and still pictures from the "School Field Day"; play list 3 comprises only video from an "Overseas Drama"; and play list 4 comprises only the

audio from a "Concert."

[0335] Step #36: The user selects a play list for playback. In the example shown in Fig. 41, the user can select from play lists 1 to 4.

[0336] Step #37: The selected play list is reproduced.

[0337] The content of a play list presentation screen is described further below with reference to Fig. 41.

[0338] The numbers 1, 2, 3, 4 on the left side of the display are sequential play list numbers. Play list titles are shown in the middle column, such as "Fall in Oze" and "Concert". This information is stored to the PRM\_TXTI field of the play list search pointer PL\_SRP in the play list search pointer table PL\_SRPT written to the optical disc.

[0339] The third column (including still pictures only and video only) shows the type of AV data in the corresponding play list, and is stored to the PL\_TY field of the play list search pointer PL\_SRP. This information tells the user the configuration of each play list, and gives the user a basic idea of what type of content will be presented if that play list is selected and reproduced. For example, if the audio-only concert is selected, the user will know before playback starts that only audio will be reproduced and there will be no video accompaniment. If the still picture program "Fall in Oze" is selected, the user will likewise know that still pictures will be displayed, and that either the next image will be displayed automatically after a period of time, or that some type of manual operation will be required to advance as desired to the next still picture.

[0340] By thus presenting the PL\_TY information to the user when the user is selecting the play list to be reproduced, the user can get basic information about the configuration of different types of play lists before making a selection so that user confusion can be avoided when actual playback begins.

[0341] Another exemplary play list presentation screen is shown in Fig. 42. This screen shows an even more detailed explanation of the play list configuration in the third column from the left. For example, this screen tells the user that the "Fall in Oze" play list comprises 75 still pictures. It should be noted that in this case, however, this presentation screen cannot be generated from the play list search pointer PL\_SRP information alone, and the user-defined program chain information UD\_PGCI must also be read. More specifically, S\_S\_VOB\_ENTN and E\_S\_VOB\_ENTN must be read to detect the number of still pictures in the play list (see Fig. 30, bottom right). To detect the video playback time, C\_V\_S\_PTM and C\_V\_S\_PTM (see Fig. 30, top right) must be read. Reading this information can be time-consuming, and is therefore not practical when the number of play lists is large. It is, therefore, more practical to only display this information when the user requests the information be shown.

[0342] The playback operation performed after the user selects the program to be reproduced is described next below. I

[0343] The track buffer 7807, decoder 7806, and output section 7805 are initialized by a command from the system controller 7802. The system controller 7802 then instructs the disc drive to seek the start address of the AV data in the first VOB of the selected program. The drive then begins reading the data and passes the read AV data to the track buffer 7807. The decoder 7806 reads data from the track buffer 7807, extracts the decompressed AV data by applying an MPEG decoding operation, and passes the decompressed AV data to the output section 7805. The output section 7805 D/A converts the data and outputs the resulting analog AV data to the television or other AV device connected to the output terminal.

[0344] Operations relevant to the type of play list being reproduced, that is, the PL\_TY value, can be performed while playback is in progress. For example, searches using a time value can be performed when a video stream is being played, enabling the user to advance 30 ahead or rewind 2 minutes, for example. When playing a still picture stream, operations for skipping to the twentieth image or back three images can be performed.

[0345] The system controller 7802 thus stores the PL\_TY value for the play list currently being played in memory and enables requests received from the user interface 7801 that are meaningful for that type to be acted on. A disc player of this type can thus prevent meaningless operations, and maintain system operation that is matched to the disc content, by changing its response to user operations when playback is in progress or is interrupted based on the PL\_TY value of the play list currently being reproduced.

[0346] It should be noted that this embodiment of our invention has been described with reference to four playback possibilities, video only, still pictures only, video and still pictures mixed together, and audio only with no video or still pictures, but the invention shall not be limited thereto. For example, presentation is also possible using only three types: video only, still pictures only, and video and still pictures mixed together.

[0347] It should be noted that the preferred embodiment of the invention is described above with reference to a DVD-RAM disc, but it will be obvious to one with ordinary skill in the related art that any rewritable optical disc can be alternatively used.

[0348] Furthermore, this embodiment of the invention has been described using four play list types (PL\_TY), video only, still pictures only, video and still pictures mixed together, and audio only with no video or still pictures, but other types can be added. For example, still pictures with and without audio, public domain content with no copyright restrictions, and copyrighted content with some restrictions applied.

[0349] Furthermore, the DVD recorder is described as having recording, playback, play list definition and editing functions in a single unit, but the effect of the invention will be the same even if a dedicated recorder, dedicated

player, and dedicated editor are used to perform respective operations.

[0350] The invention has also been described with operation of the disc player changing according to the PL\_TY value, but restrictions can also be placed on editor operations. For example, if a reproduction path is restricted by a third-party copyright or the AV data is restricted from being edited, this information can be passed to the editor to prohibit certain editing operations according to the PL\_TY value.

#### Benefits of the invention

[0351] By recording information indicating the type of each of plural reproduction paths recorded to an optical disc, meaningful information enabling the user to select a desired play list for reproduction can be presented to the user, thereby avoiding user confusion and making the optical disc and disc player easier to operate and use.

[0352] In addition, the disc player can provide to the user a response appropriate to the type of reproduction path selected when a user command is received by way of the user interface when playback is interrupted or in progress.

Embodiment 1. An optical disc for recording an AV stream containing at least one video or still picture stream, and management information for managing the AV stream, wherein:

the management information comprises reproduction path information (UD\_PGCI) generated by a user specifying a starting point and an ending point for a desired part of the AV stream; and play list type information (PL\_TY) indicative of whether content contained in the reproduction path specified by the reproduction path information (UD\_PGCI) is only video content, only still picture content, or a mixture of video and still picture content.

Embodiment 2. An optical disc for recording an AV stream containing at least one video or still picture stream, or an audio stream with no video or still picture content, and management information for managing the AV stream, wherein:

the management information comprises reproduction path information (UD\_PGCI) generated by a user specifying a starting point and an ending point for a desired part of the AV stream; and play list type information (PL\_TY) indicative of whether content contained in the reproduction path specified by the reproduction path information (UD\_PGCI) is only video content, only still picture content, a mixture of video and still picture content, or only audio content with no

video or still picture content.

Embodiment 3. An optical disc with the features of embodiment 1, wherein the management information further comprises information (PRM\_TXTI) indicating a title for reproduction path information (UD\_PGCI).

Embodiment 4. A recording device for recording management information for managing an AV stream to an optical disc, the optical disc capable of storing an AV stream containing at least one video or still picture stream, comprising:

memory for storing a user-defined starting point and ending point for a desired part of the AV stream;

a means for generating user-defined reproduction path information based on the starting point and ending point stored to memory;

a means (7802, steps #20 to #26) for generating play list type information (PL\_TY) indicative of whether content contained in the user-defined reproduction path is only video content, only still picture content, or a mixture of video and still picture content; and

a means for recording the reproduction path information and play list type information to the optical disc as management information.

Embodiment 5. A playback device for reproducing content from an optical disc to which an AV stream containing at least one video or still picture stream, and management information for managing the AV stream, are recorded with the management information containing user-defined reproduction path information generated by a user specifying a starting point and an ending point for a desired part of the AV stream, and play list type information (PL\_TY) indicative of whether content contained in the user-defined reproduction path is only video content, only still picture content, or a mixture of video and still picture content, comprising:

a presentation means (7805, 7806) for reading the play list type information, and displaying whether the user-defined reproduction path contains only video content, only still picture content, or a mixture of video and still picture content.

#### Claims

1. An optical disc for recording an AV stream, and management information for managing the AV stream, wherein:

the management information comprises reproduction path information (UD\_PGCI) generated by a user specifying a starting point and an end-

ing point for a desired part of the AV stream; and play list type information (PL\_TY).

2. An optical disc for recording an AV stream containing at least one video or still picture stream, or an audio stream with no video or still picture content, and management information for managing the AV stream, wherein:

the management information comprises reproduction path information (UD\_PGCI) generated by a user specifying a starting point and an ending point for a desired part of the AV stream; and play list type information (PL\_TY) indicative of whether content contained in the reproduction path specified by the reproduction path information (UD\_PGCI) is only video content, only still picture content, a mixture of video and still picture content, or only audio content with no video or still picture content.

3. A recording device for recording management information for managing an AV stream to an optical disc, the optical disc capable of storing an AV stream comprising:

memory for storing a user-defined starting point and ending point for a desired part of the AV stream;

a means for generating user-defined reproduction path information based on the starting point and ending point stored to memory;

a means for generating play list type information (PL\_TY); and

a means for recording the reproduction path information and play list type information to the optical disc as management information.

4. A playback device for reproducing content from an optical disc to which an AV stream and management information for managing the AV stream are recorded with the management information containing user-defined reproduction path information generated by a user specifying a starting point and an ending point for a desired part of the AV stream, and play list type information (PL\_TY), comprising: a presentation means for reading the play list type information.

5. A recording device for recording management information for managing an AV stream to an optical disc, the optical disc capable of storing an AV stream containing at least one video or still picture stream, or an audio stream with no video or still picture content, comprising:

memory for storing a user-defined starting point and ending point for a desired part of the AV

stream;  
a means for generating user-defined reproduction path information based on the starting point and ending point stored to memory;  
a means for generating play list type information (PL\_TY) indicative of whether content contained in the user-defined reproduction path is only video content, only still picture content, or a mixture of video and still picture content, or only audio content with no video or still picture content; and  
a means for recording the reproduction path information and play list type information to the optical disc as management information.

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6. A playback device for reproducing content from an optical disc to which an AV stream containing at least one video or still picture stream, or an audio stream with no video or still picture content, and management information for managing the AV stream, are recorded with the management information containing user-defined reproduction path information generated by a user specifying a starting point and an ending point for a desired part of the AV stream, and play list type information (PL\_TY) indicative of whether content contained in the user-defined reproduction path is only video content, only still picture content, or a mixture of video and still picture content, or only audio content with no video or still picture content, comprising:  
a presentation means for reading the play list type information.

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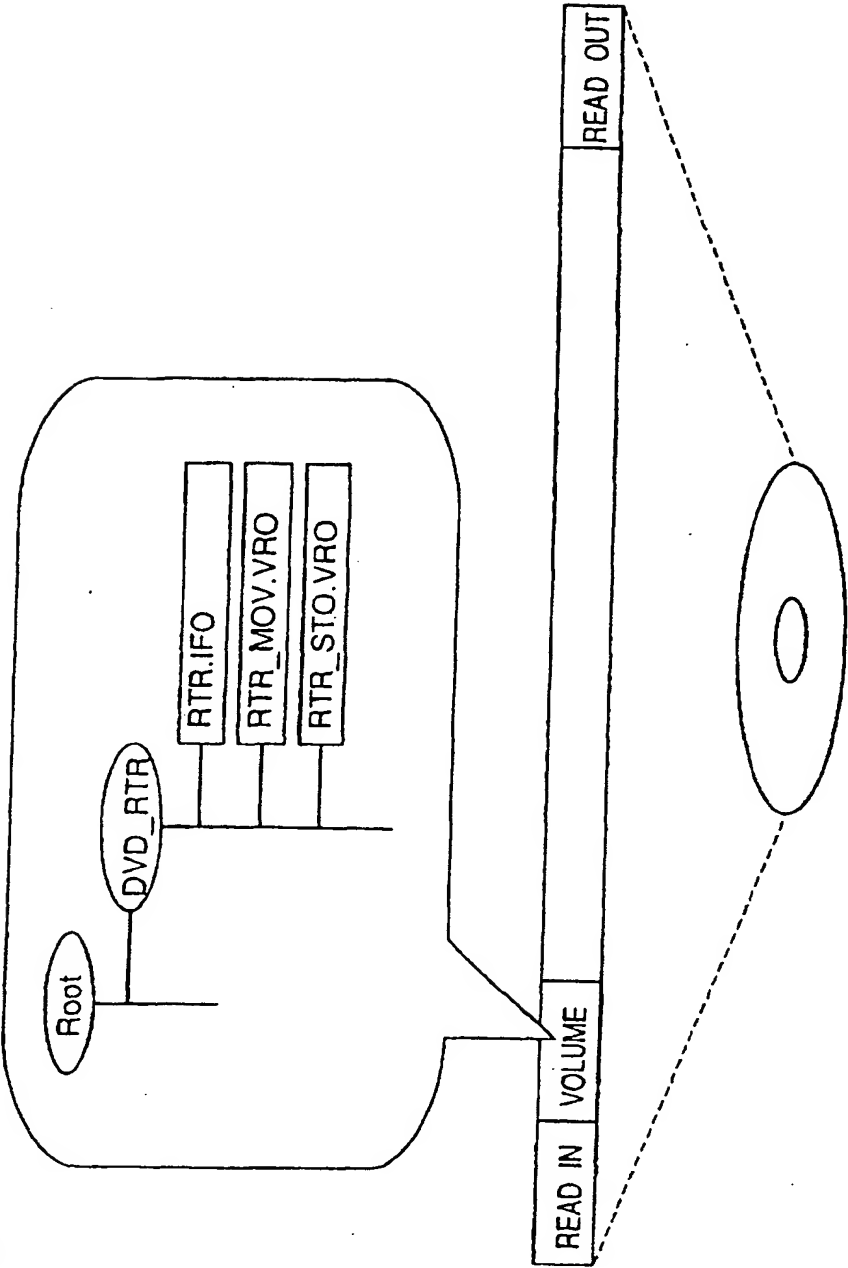
40

45

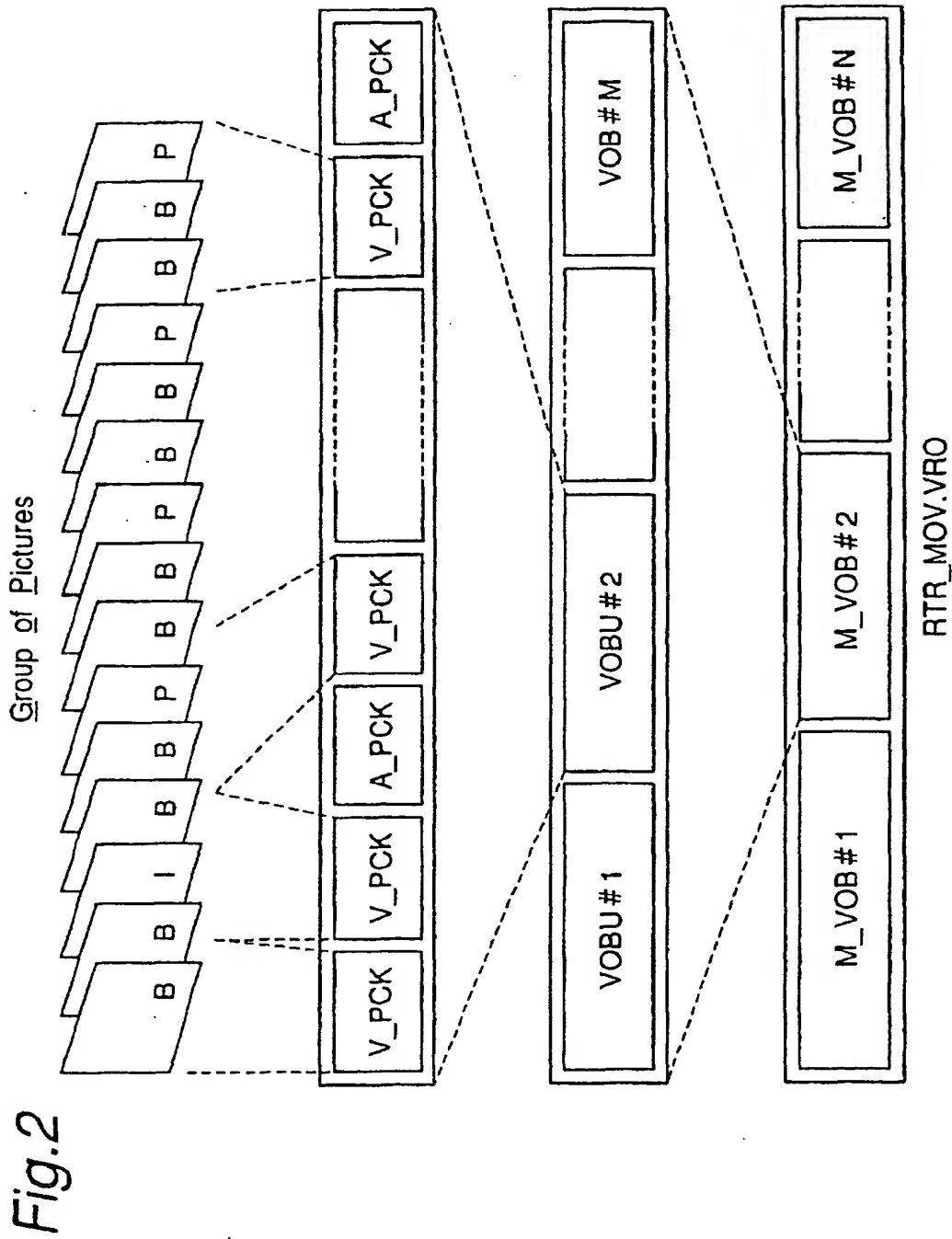
50

55

Fig. 1







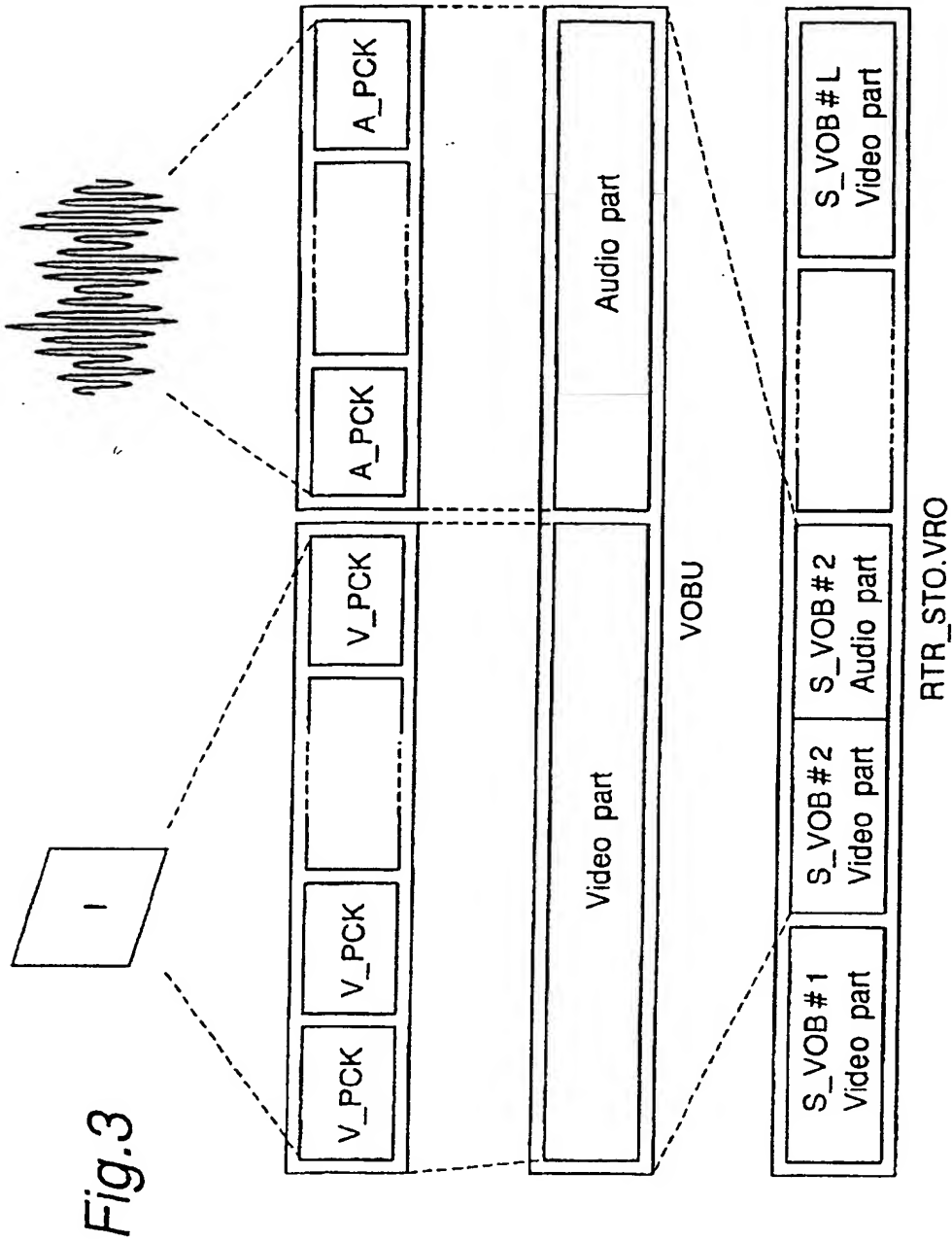
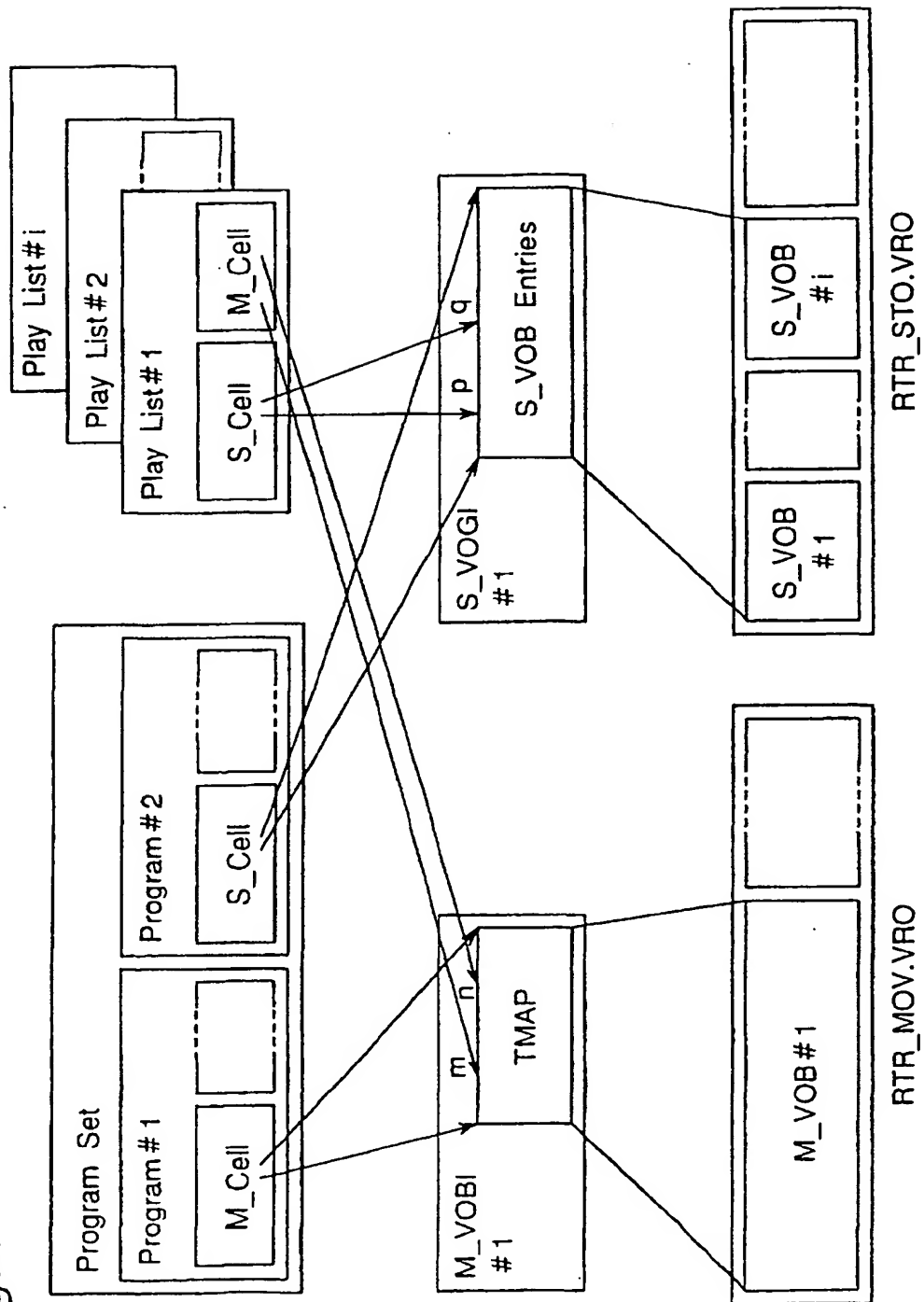


Fig.4



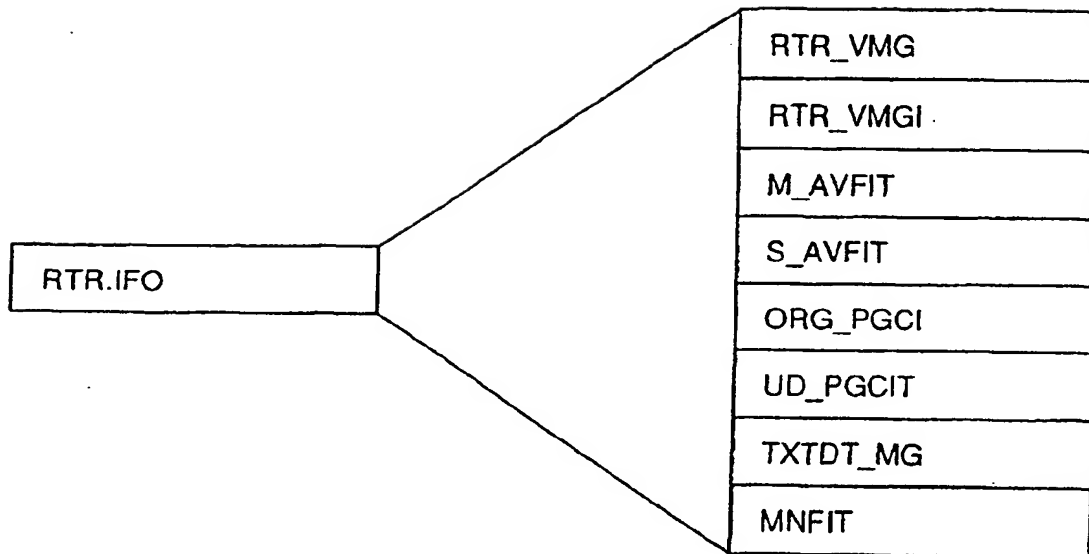
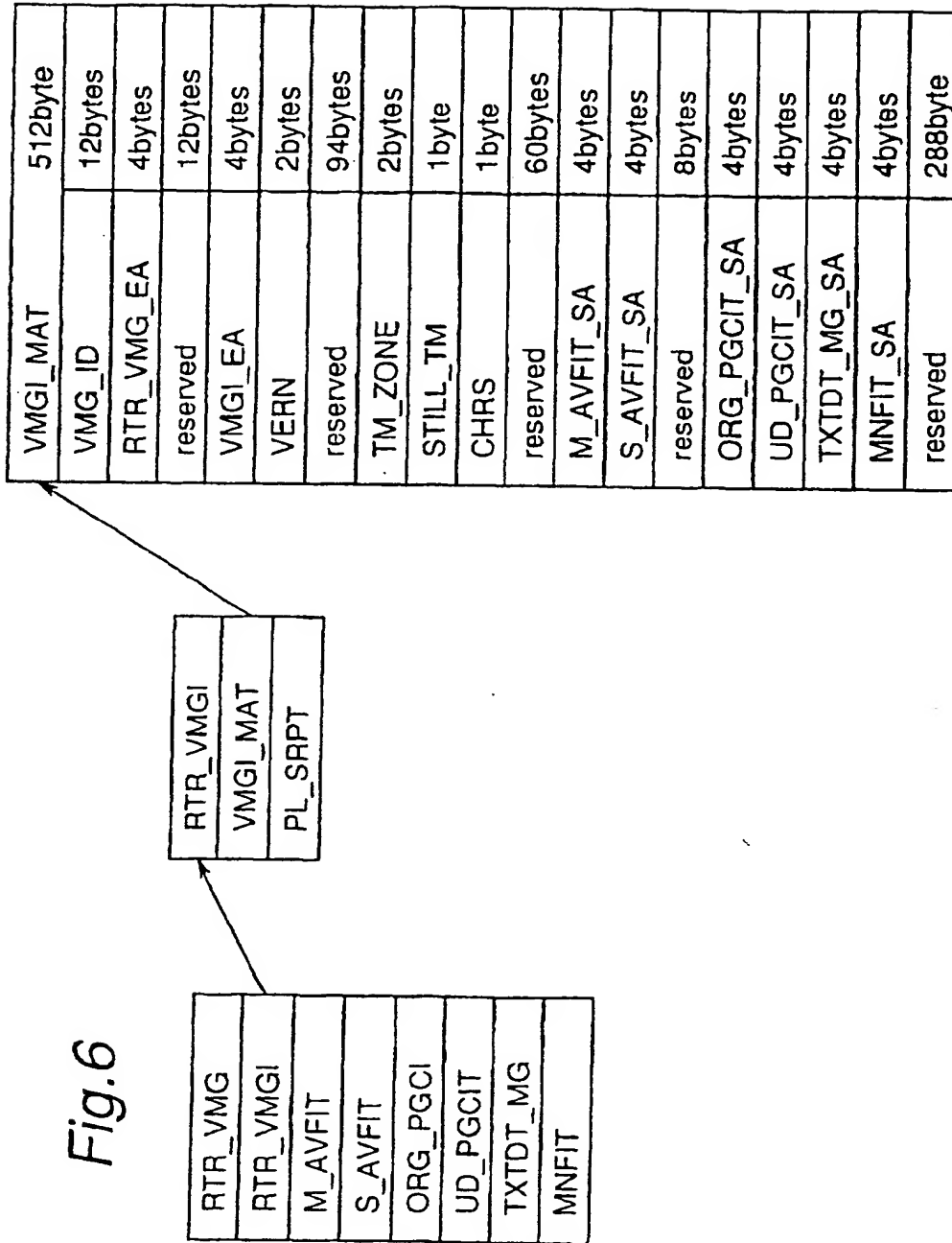
*Fig.5*

Fig.6



VERN													
b15	b14	b13	b12	b11	b10	b9	b8						
reserved													
b7	b6	b5	b4	b3	b2	b1	b0						
Book version													

TM_ZONE										
b15	b14	b13	b12	b11	b10	b9	b8			
TZ_TV								TZ_OFFSET[11..8]		
b7	b6	b5	b4	b3	b2	b1	b0			
TZ_OFFSET[7..0]										

Fig.8

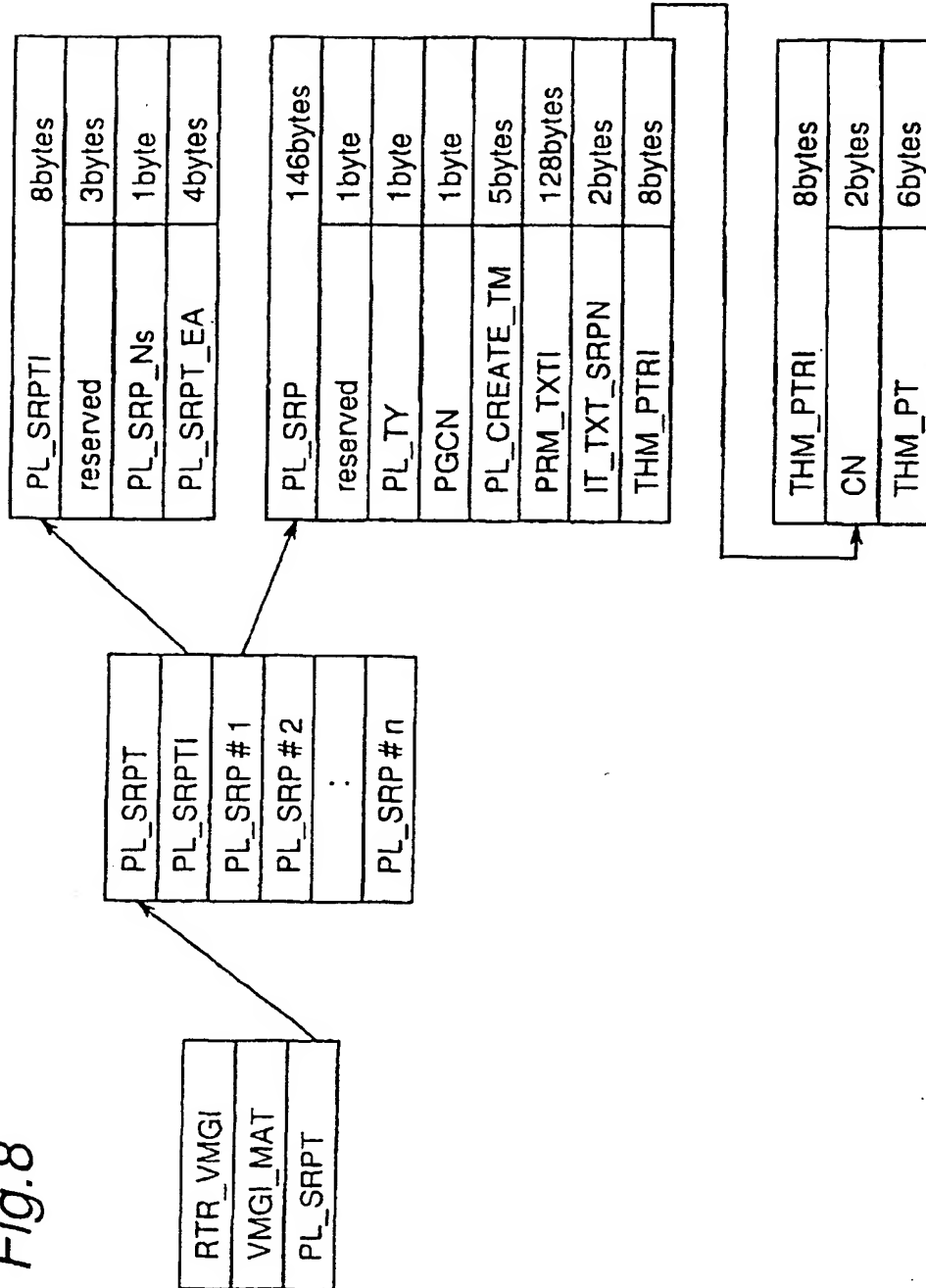




Fig.9

PL_TY									
b7	b6	b5	b4	b3	b2	b1	b0		
PL_TY1					reserved				

PL_CREATE_TM									
b39	b38	b37	b36	b35	b34	b33	b32		
Year[13..6]									
b31	b30	b29	b28	b27	b26	b25	b24		
Year[5..0]									
b23	b22	b21	b20	b19	b18	b17	b16		
Month[1..0]		Day[4..0]			Hour[4]				
b15	b14	b13	b12	b11	b10	b9	b8		
Hour[3..0]		Minute[5..2]							
b7	b6	b5	b4	b3	b2	b1	b0		
Minute[1..0]		Second[5..0]							

Fig.10

PTM describing format															
b47	b46	b45	b44	b43	b42	b41	b40								
PTM_base[31..24]															
b39	b38	b37	b36	b35	b34	b33	b32								
PTM_base[23..16]															
b31	b30	b29	b28	b27	b26	b25	b24								
PTM_base[15..8]															
b23	b22	b21	b20	b19	b18	b17	b16								
PTM_base[7..0]															
b15	b14	b13	b12	b11	b10	b9	b8								
PTM_extension[15..8]															
b7	b6	b5	b4	b3	b2	b1	b0								
PTM_extension[7..0]															

Fig.11

S_VOB_ENTN describing format											
b47	b46	b45	b44	b43	b42	b41	b40				
S_VOB_ENTN											
b39	b38	b37	b36	b35	b34	b33	b32				
reserved											
b31	b30	b29	b28	b27	b26	b25	b24				
reserved											
b23	b22	b21	b20	b19	b18	b17	b16				
reserved											
b15	b14	b13	b12	b11	b10	b9	b8				
reserved											
b7	b6	b5	b4	b3	b2	b1	b0				
reserved											

Fig.12

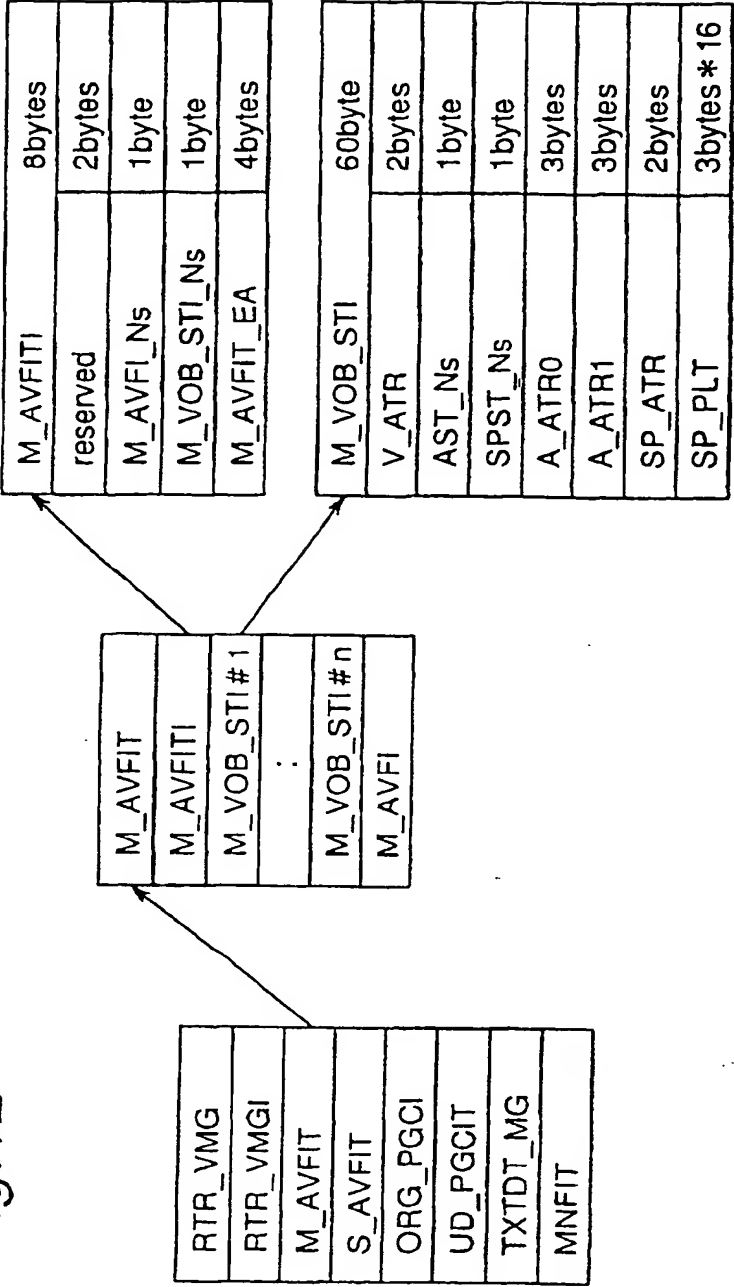


Fig. 13

[illegible]

SP_ATR																			
b15	b14	b13	b12	b11	b10	b9	b8												
reserved																Application Flag			
b7	b6	b5	b4	b3	b2	b1	b0												
reserved																			

SP_PLT																				
b23	b22	b21	b20	b19	b18	b17	b16													
Luminance signal(Y)																				
b15	b14	b13	b12	b11	b10	b9	b8													
Color difference signal( $Cr=R-Y$ )																				
b7	b6	b5	b4	b3	b2	b1	b0													
Color difference signal( $Cb=B-Y$ )																				

Fig.15

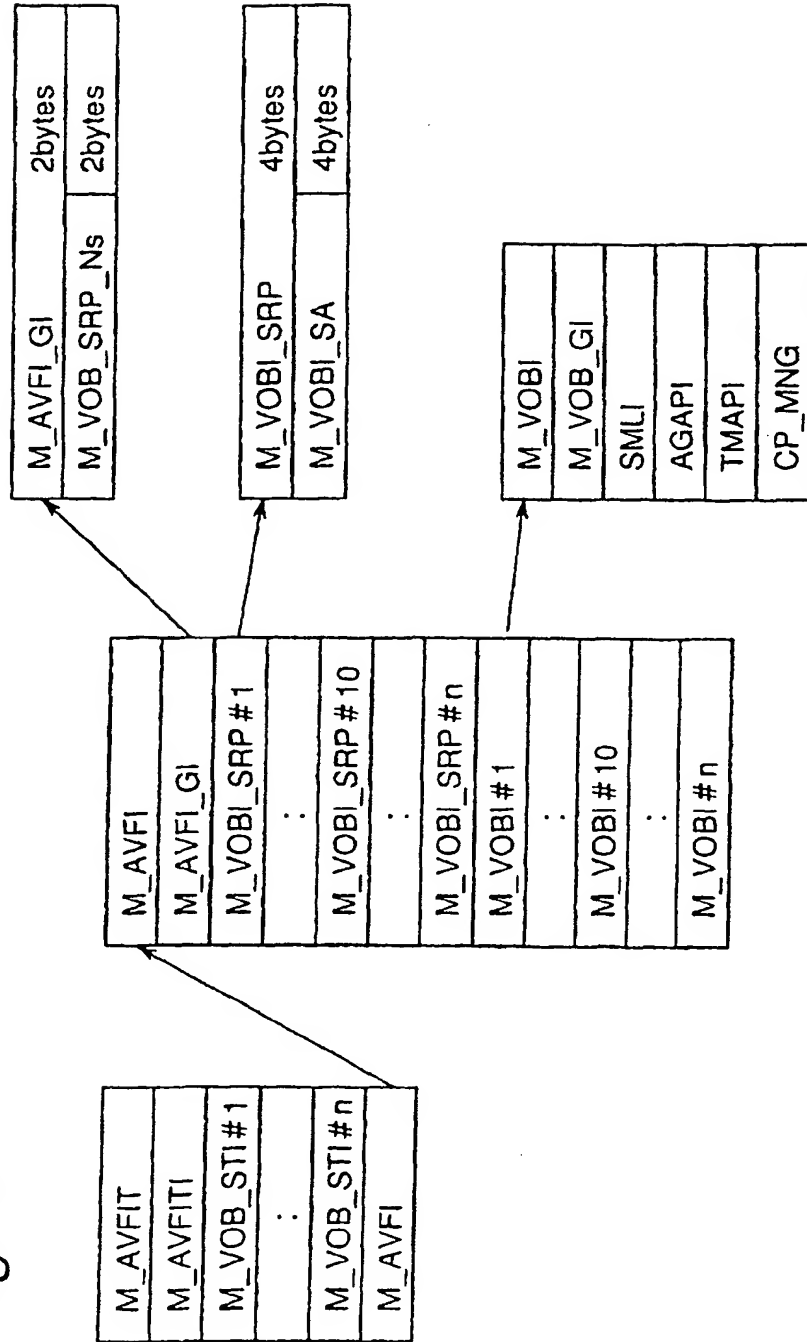




Fig. 16

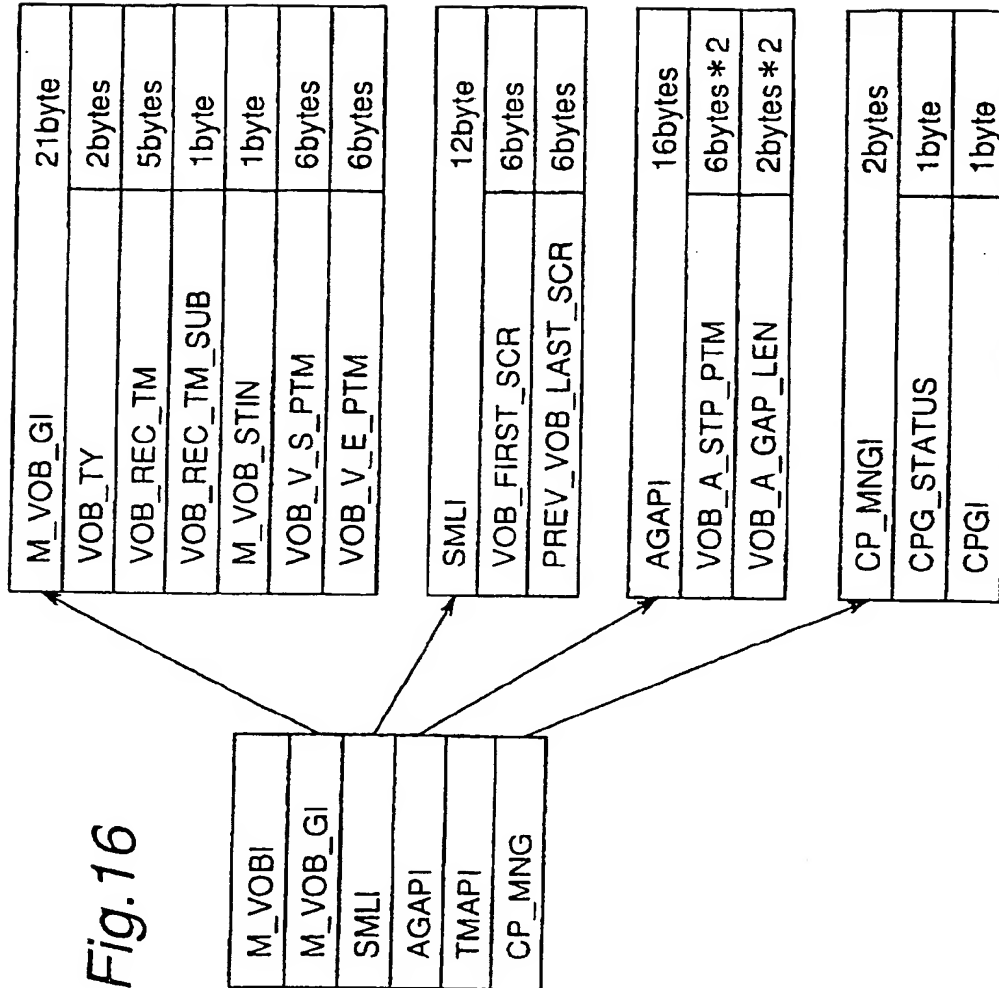


Fig. 17

[illegible]

Fig.18

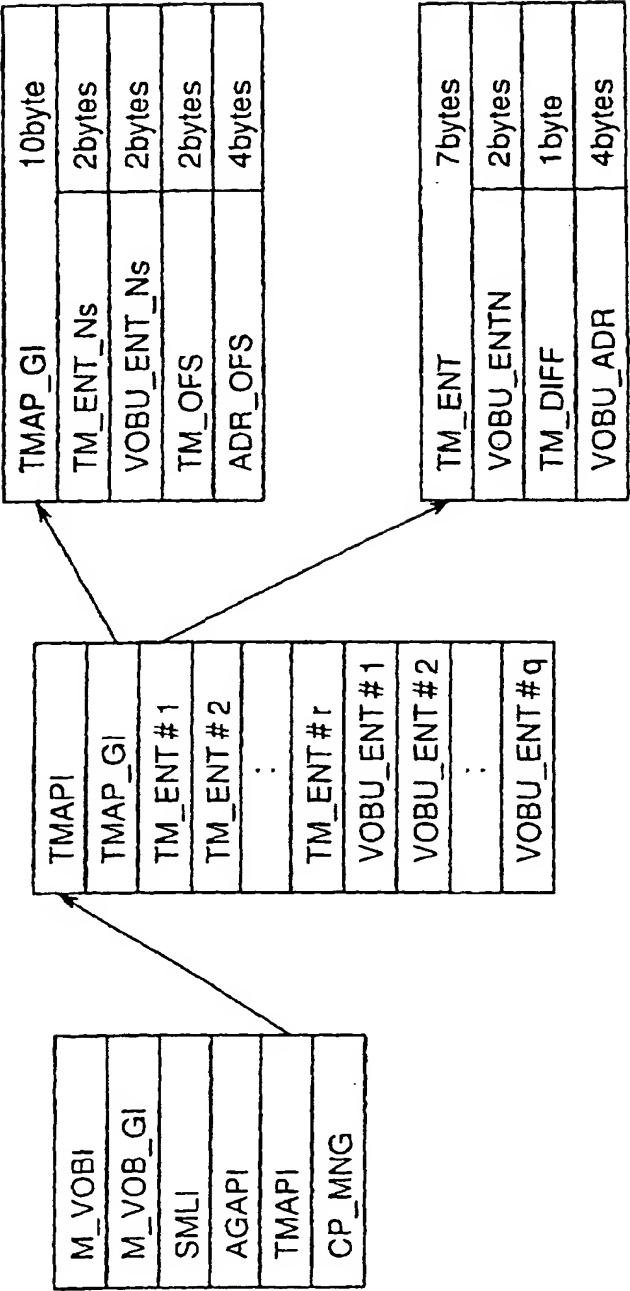
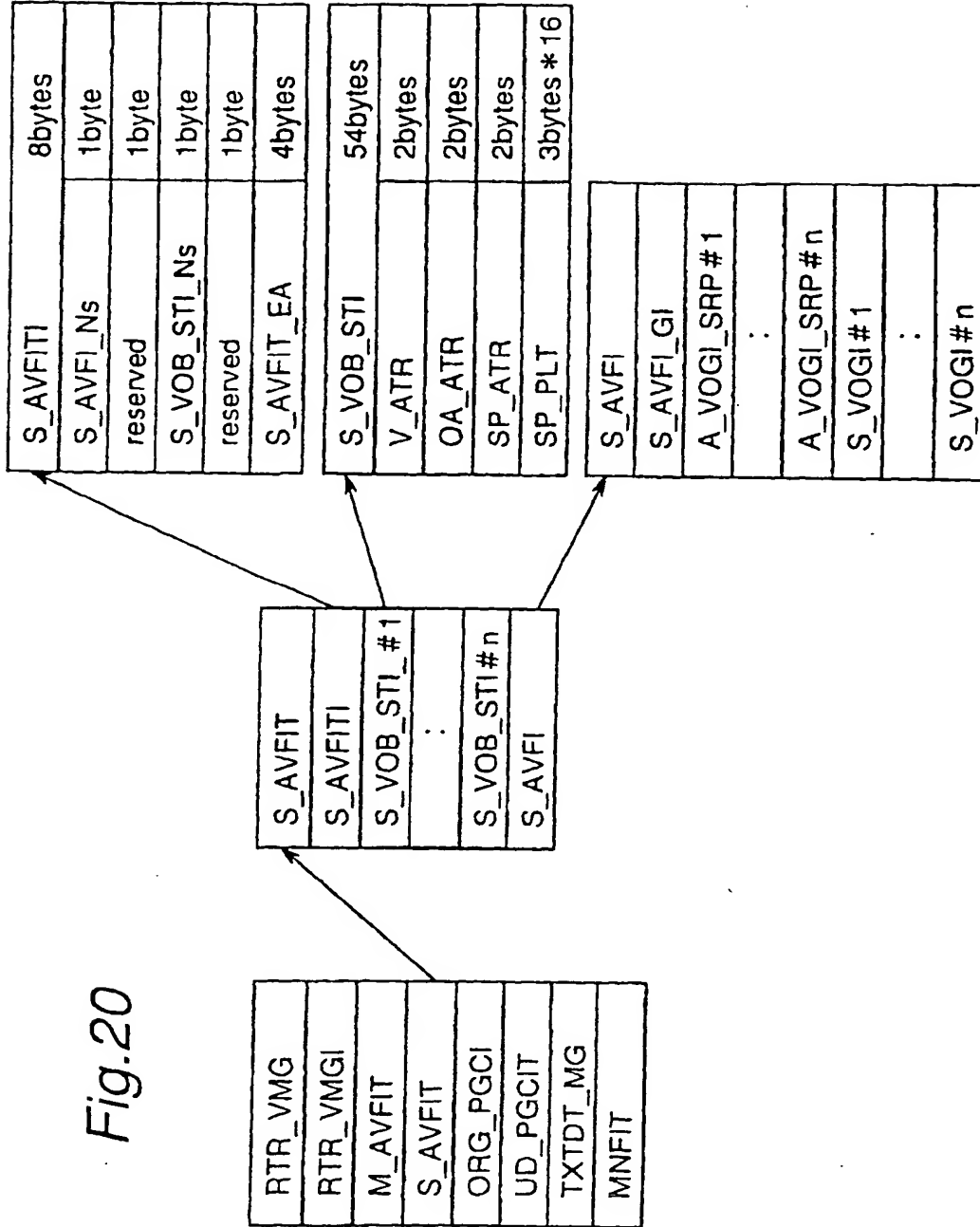


Fig. 19

VOBU_ENT																			
b23	b22	b21	b20	b19	b18	b17	b16												
1STREF_SZ																			
b15	b14	b13	b12	b11	b10	b9	b8												
VOBU_PB_TM										VOBU_SZ(upper)									
b7	b6	b5	b4	b3	b2	b1	b0												
VOBU_SZ(lower)																			

Fig.20



V_ATR																					
b15	b14	b13	b12	b11	b10	b9	b8														
Video compression mode		TV system		Aspect ratio		reserved															
b7	b6	b5	b4	b3	b2	b1	b0														
reserved		Video resolution				reserved															

OA_ATR									
b15	b14	b13	b12	b11	b10	b9	b8		
Audio coding mode						reserved			
b7	b6	b5	b4	b3	b2	b1	b0	Application Flag	
Quan./DRC			fs			Number of Audio channels			

Fig.22

SP_ATR																			
b15	b14	b13	b12	b11	b10	b9	b8												
reserved																		Application Flag	
b7	b6	b5	b4	b3	b2	b1	b0												
reserved																			

SP_PLT																			
b23	b22	b21	b20	b19	b18	b17	b16												
Luminance signal(Y)																			
b15	b14	b13	b12	b11	b10	b9	b8												
Color difference signal(Cr=R-Y)																			
b7	b6	b5	b4	b3	b2	b1	b0												
Color difference signal(Cb=B-Y)																			

Fig.23

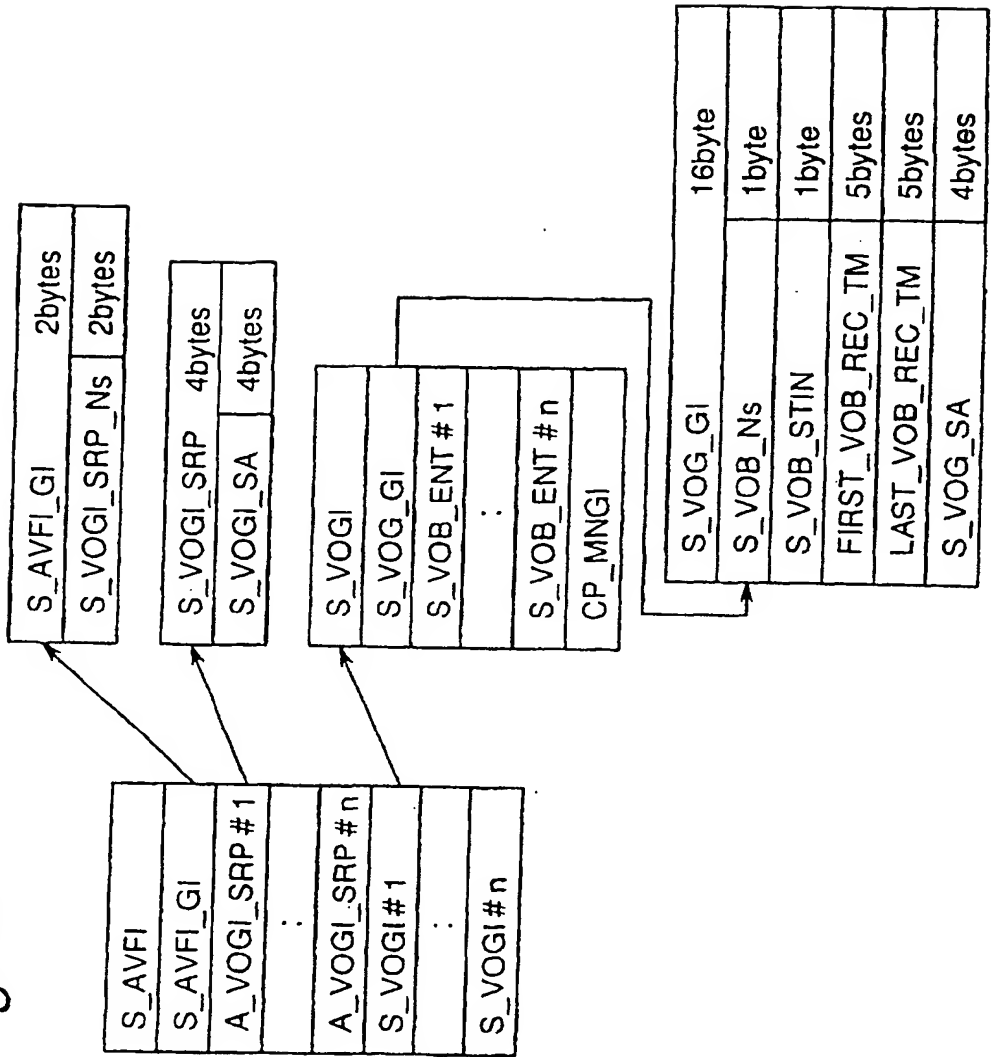




Fig.24

S_VOB ENT (TYPE A)		2bytes
S_VOB ENT_TY		1byte
V_PART_SZ		1byte

S_VOB ENT (TYPE B)		6bytes
S_VOB ENT_TY		1byte
V_PART_SZ		1byte
A_PART_SZ		2bytes
A_PB_TM		2bytes

Fig.25

S_VOB_ENT_TY									
b7	b6	b5	b4	b3	b2	b1	b0		
MAP_TY		TE	reserved				SPST_Ns		

Fig.26

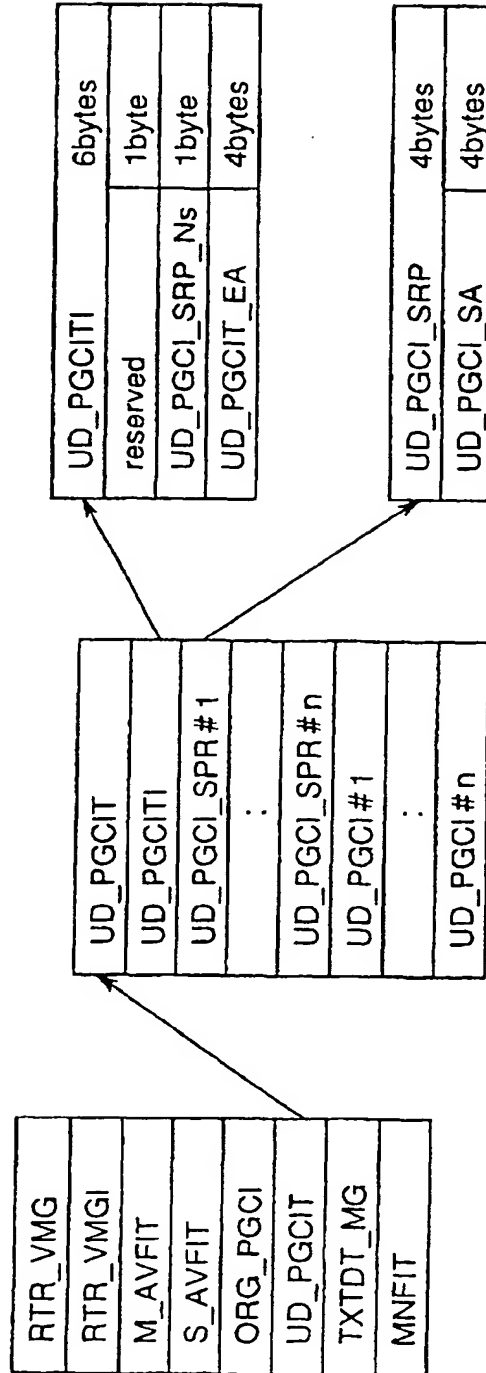


Fig.27

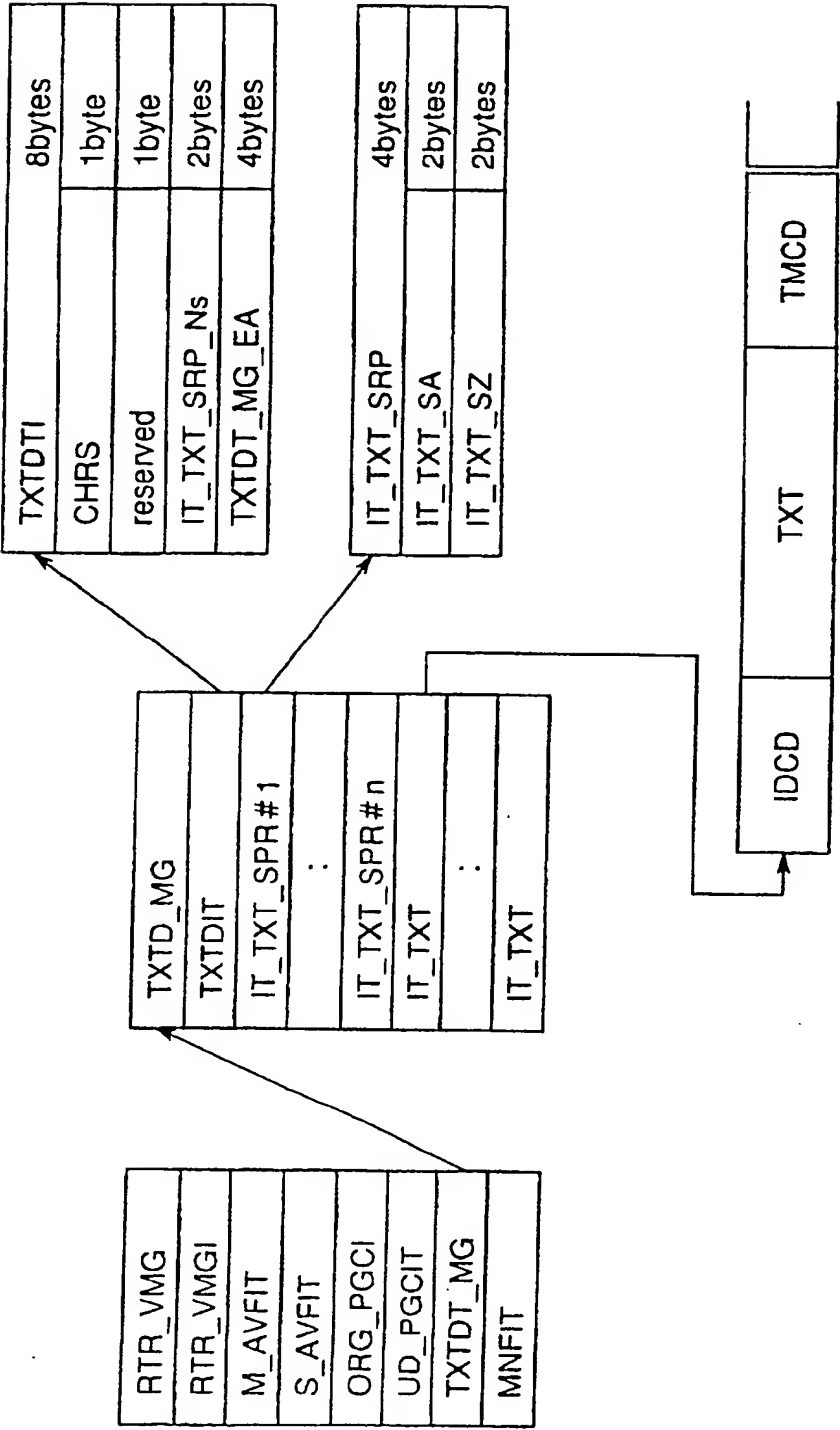
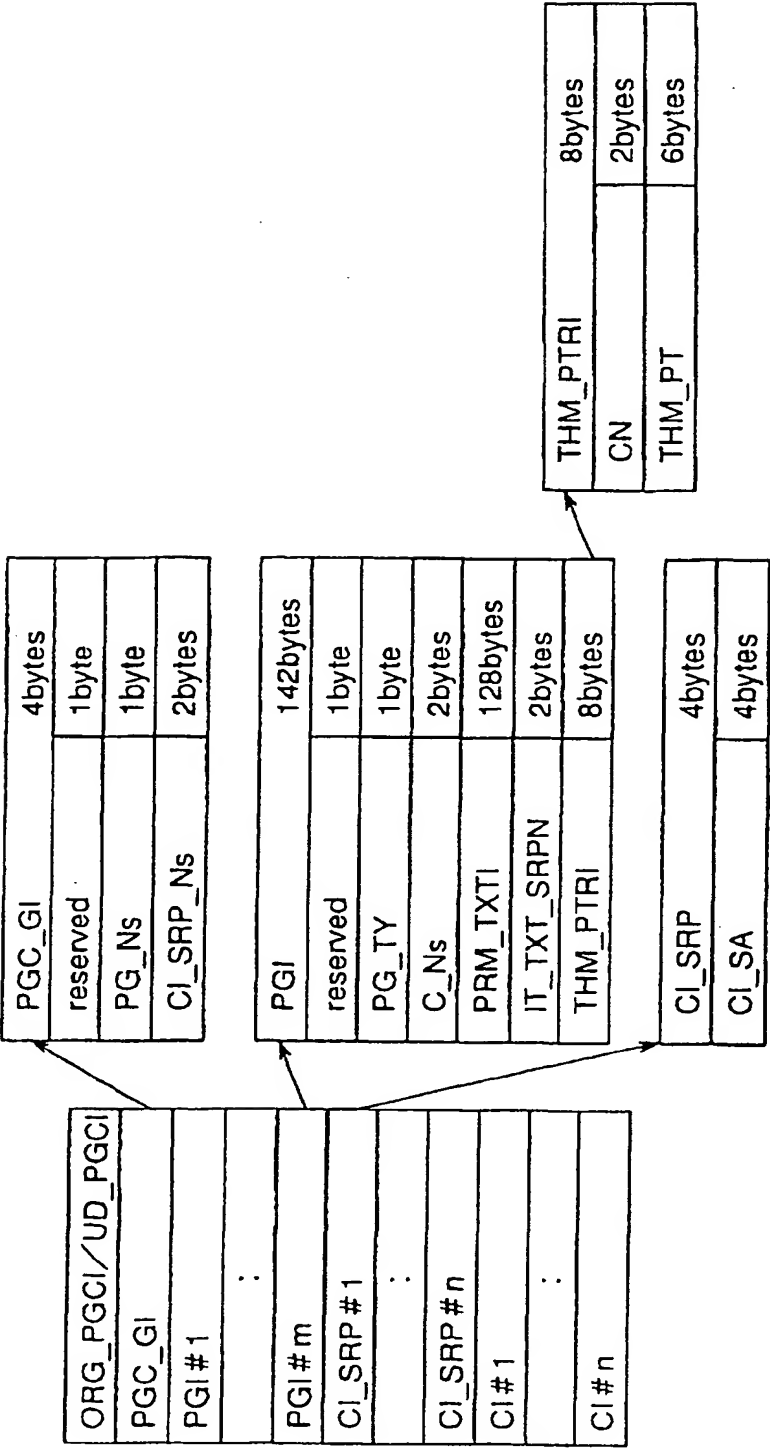


Fig.28



3NSDOCID: <EP\_\_1115118A2\_I\_>

PG_TY										
b7	b6	b5	b4	b3	b2	b1	b0			
Protect	reserved									

Fig.30

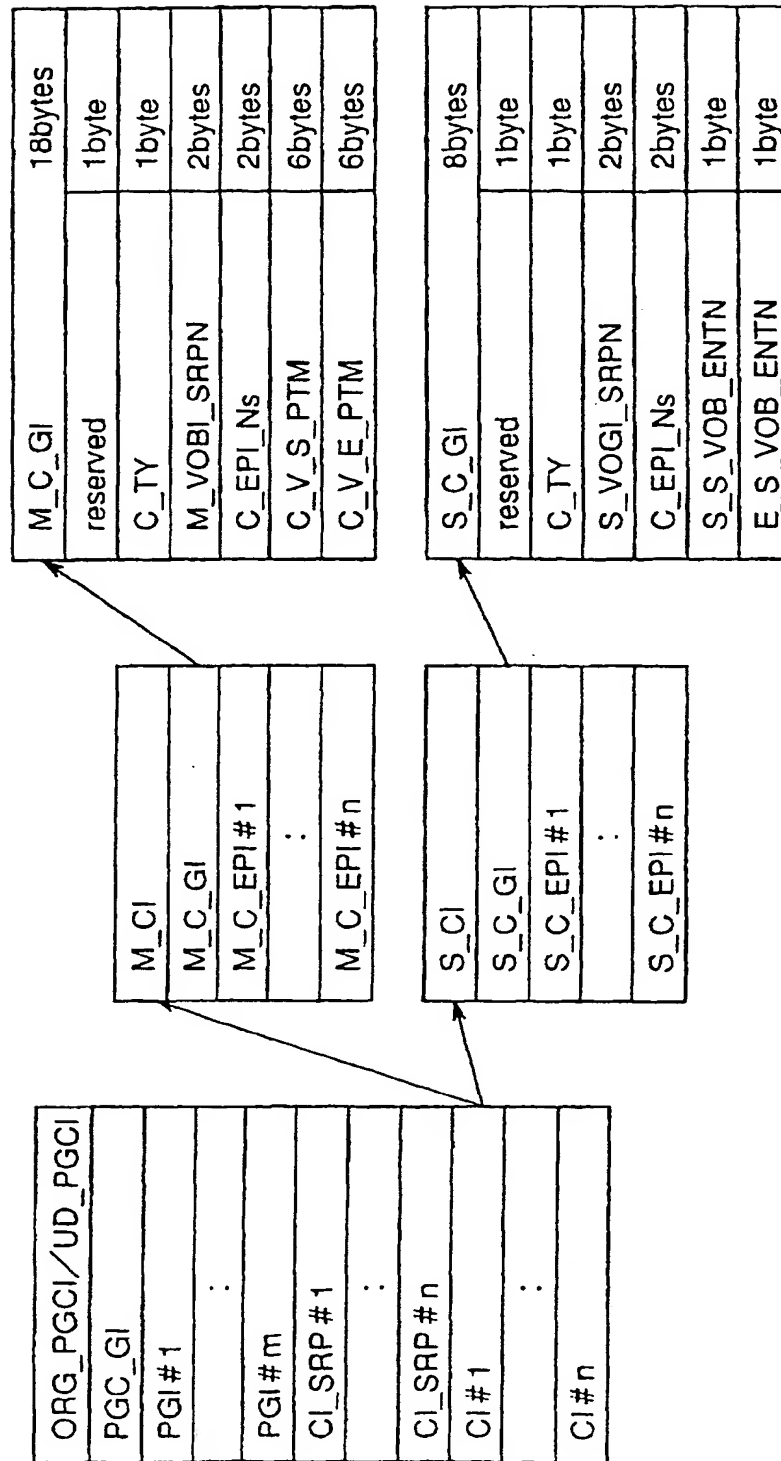


Fig. 31

[illegible]



Fig.32

M_C_EPI (Type A)		7bytes
EP_TY		1byte
EP_PTM		6bytes

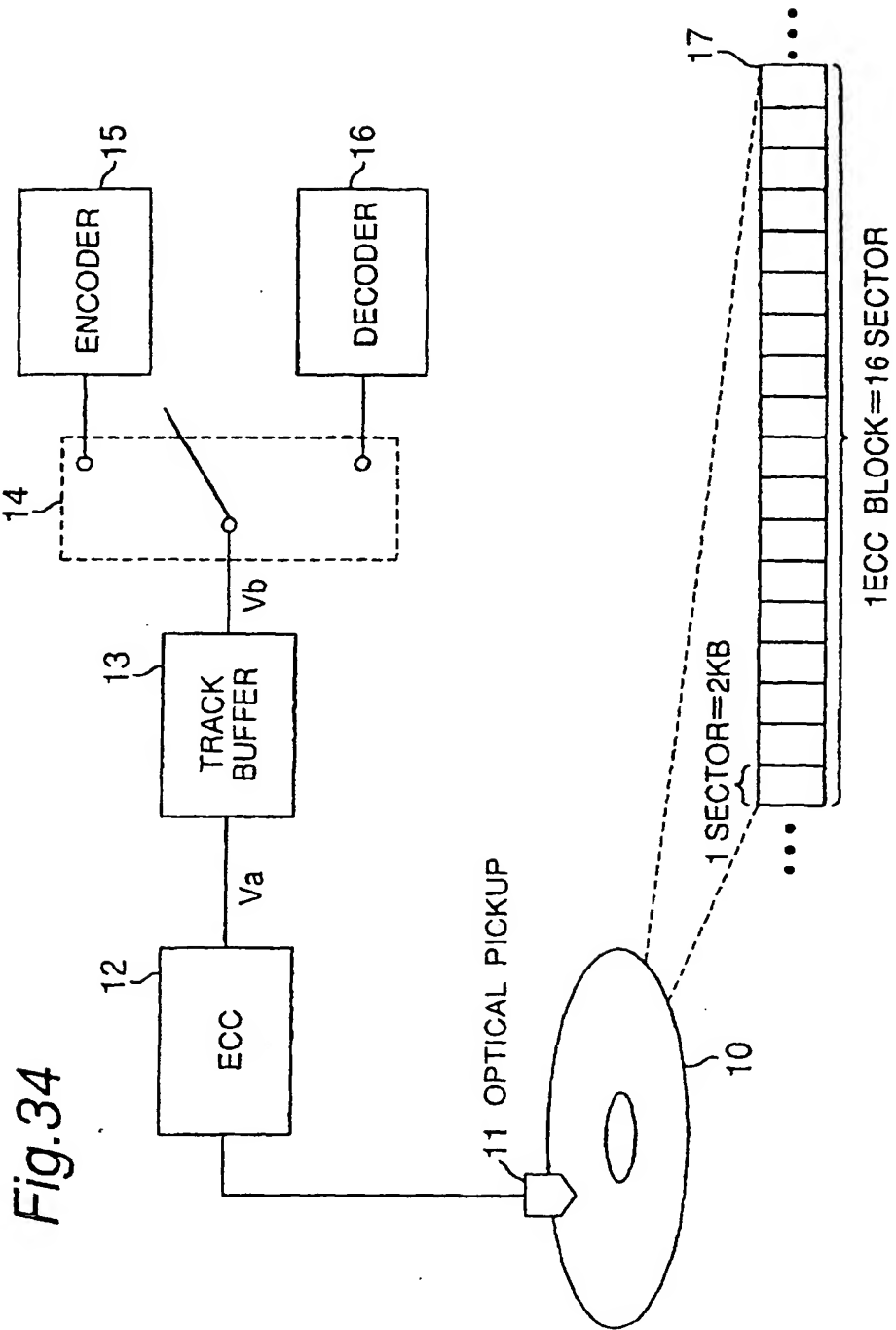
M_C_EPI (Type B)		135bytes
EP_TY		1byte
EP_PTM		6bytes
PRM_TXTI		128bytes

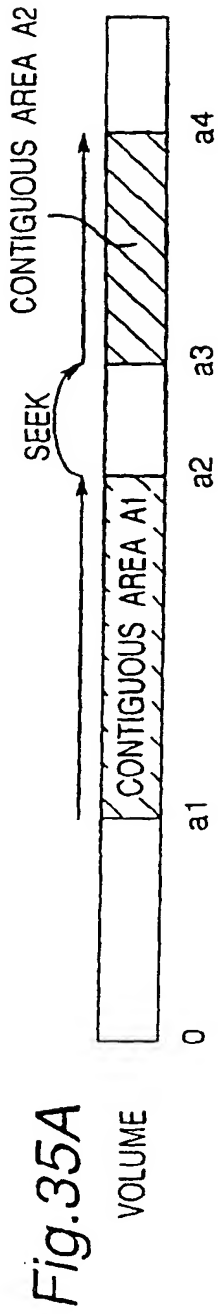
S_C_EPI (Type A)		7bytes
EP_TY		1byte
S_VOB_ENTN		6bytes

S_C_EPI (Type B)		135bytes
EP_TY		1byte
S_VOB_ENTN		1byte
PRM_TXTI		128bytes

Fig. 33

[illegible]





**Fig.35B** DATA ACCUMULATED IN THE TRACK BUFFER

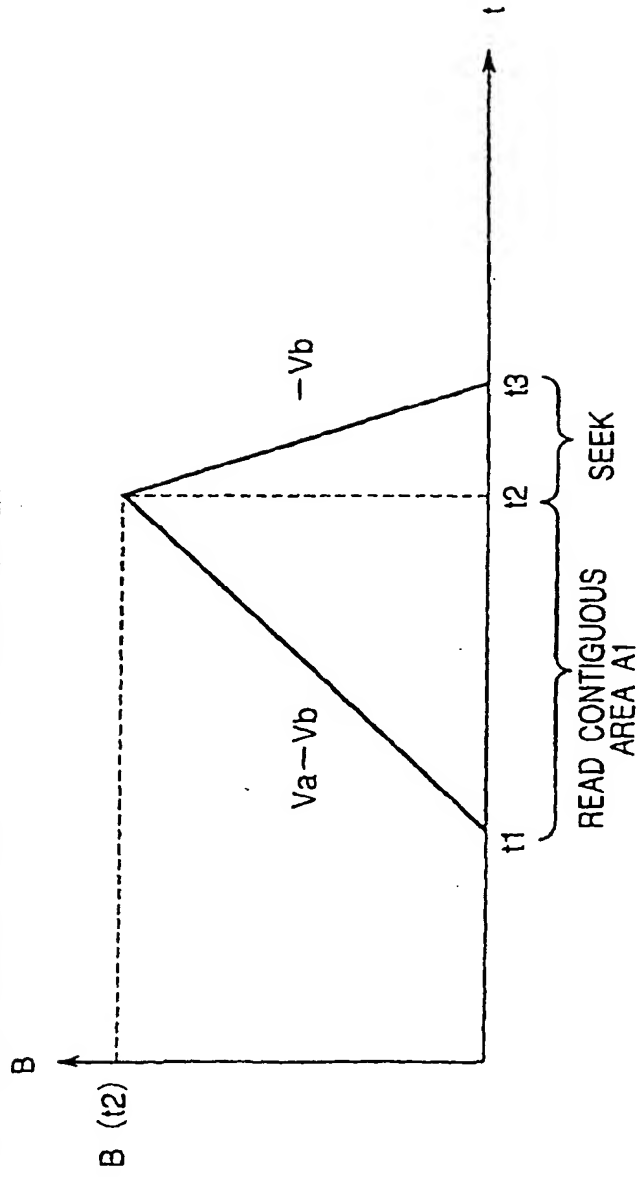
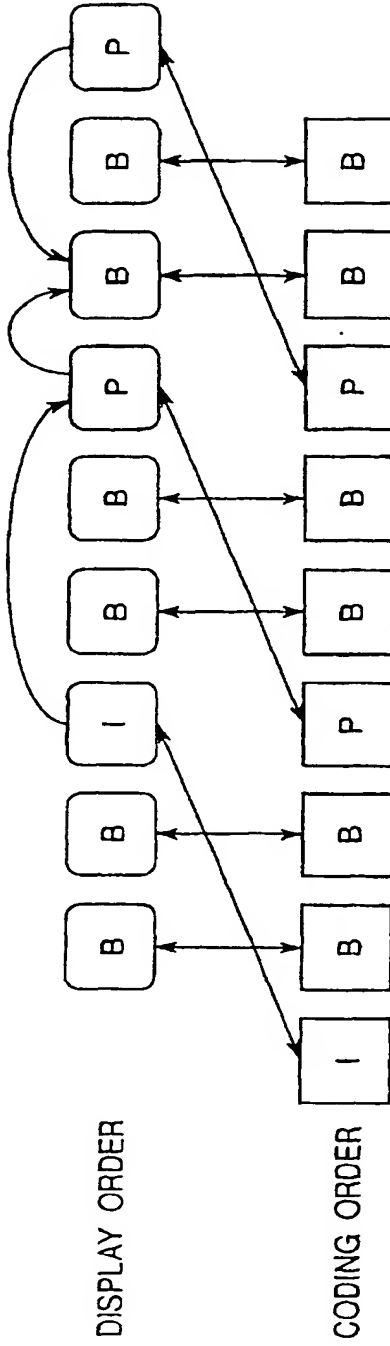


Fig.36



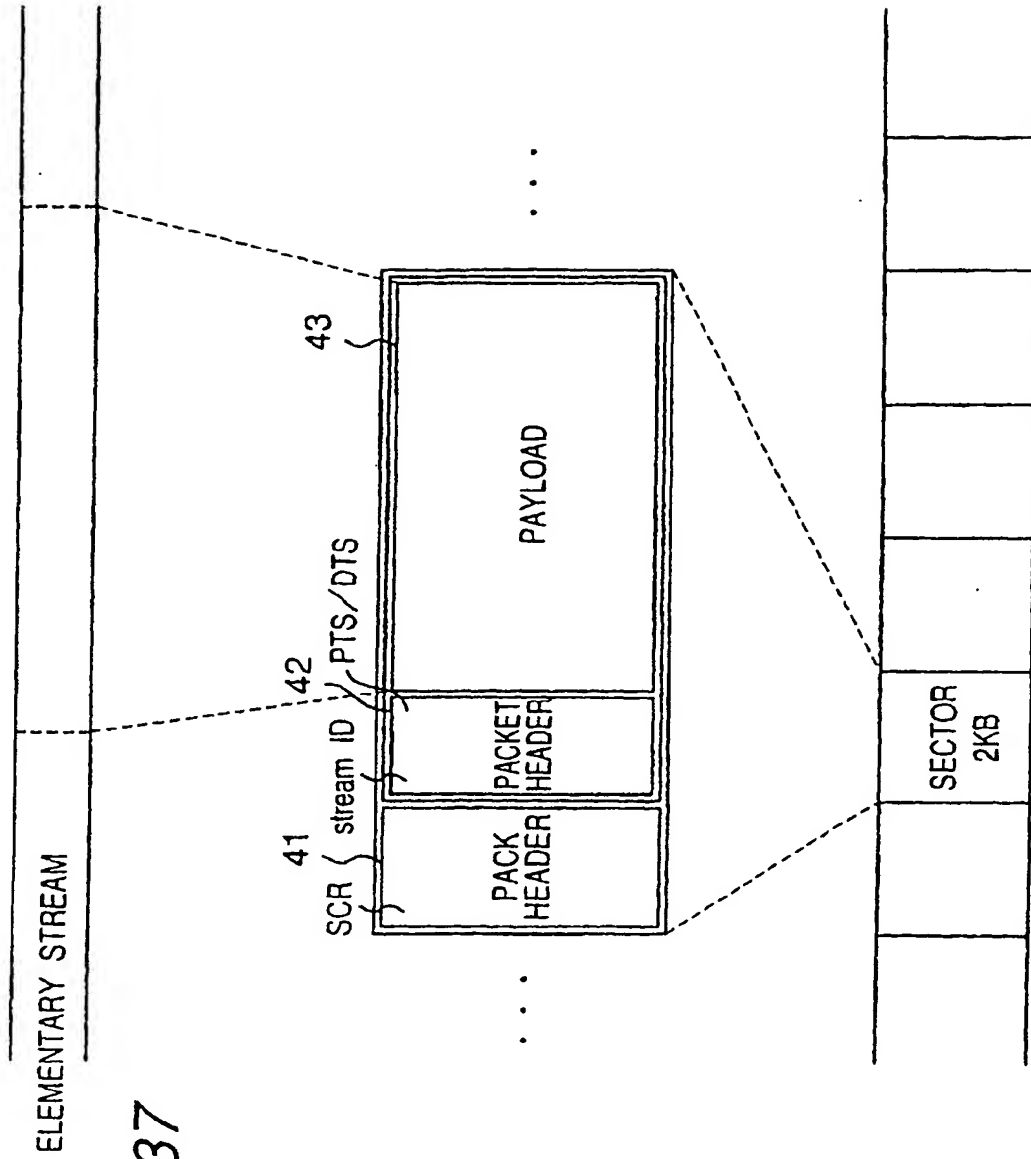


Fig.37

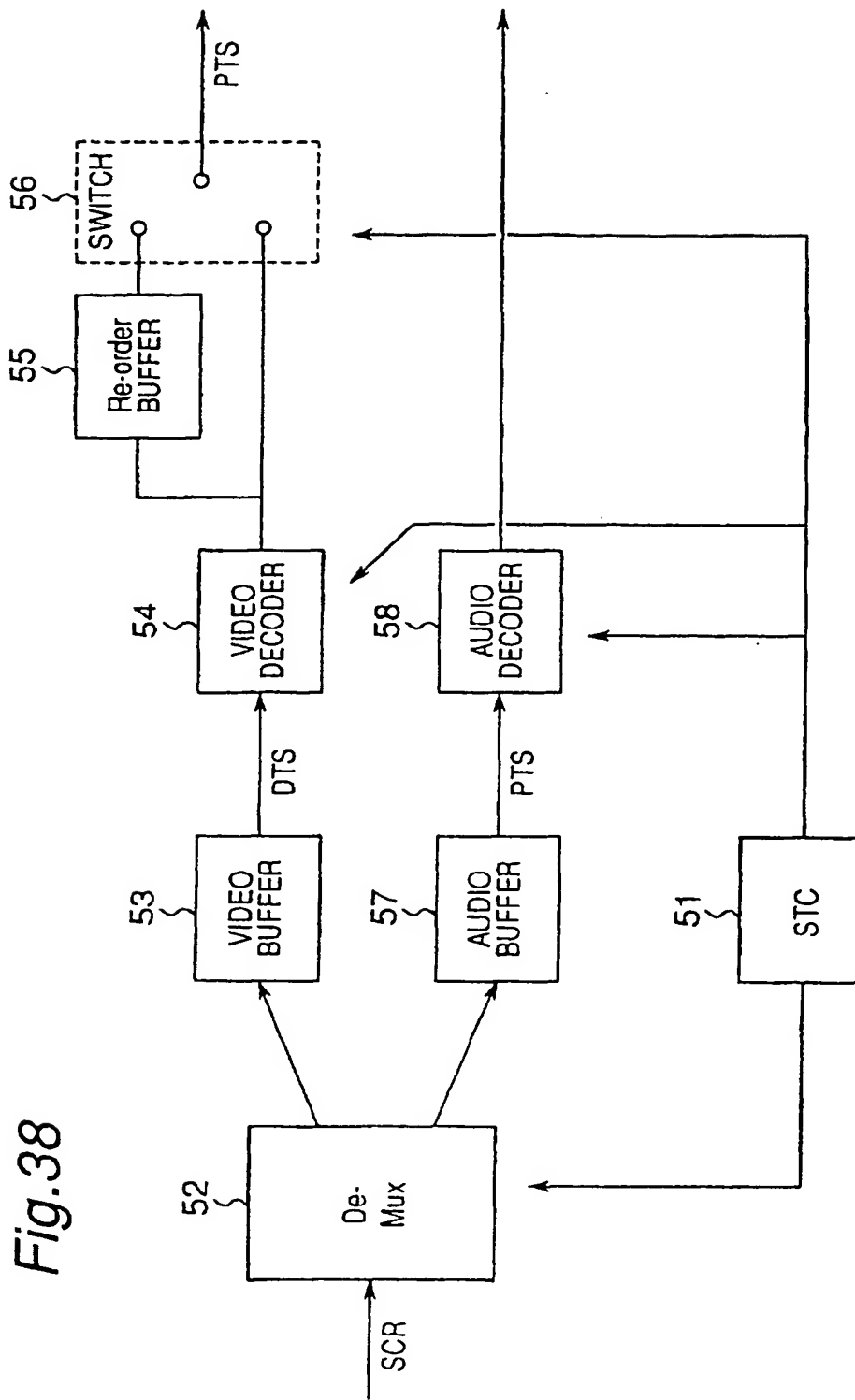
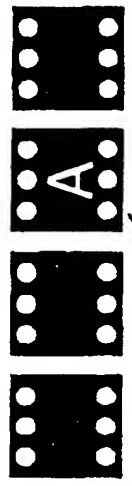


Fig.39A VIDEO



OCCUPIED RATE

Fig.39B VIDEO BUFFER

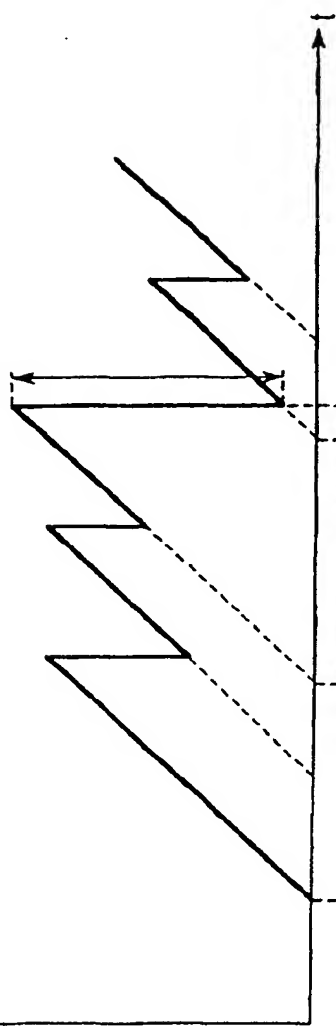


Fig.39C MPEG STREAM

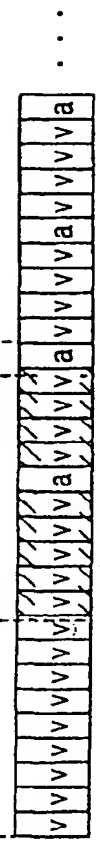


Fig.39D AUDIO





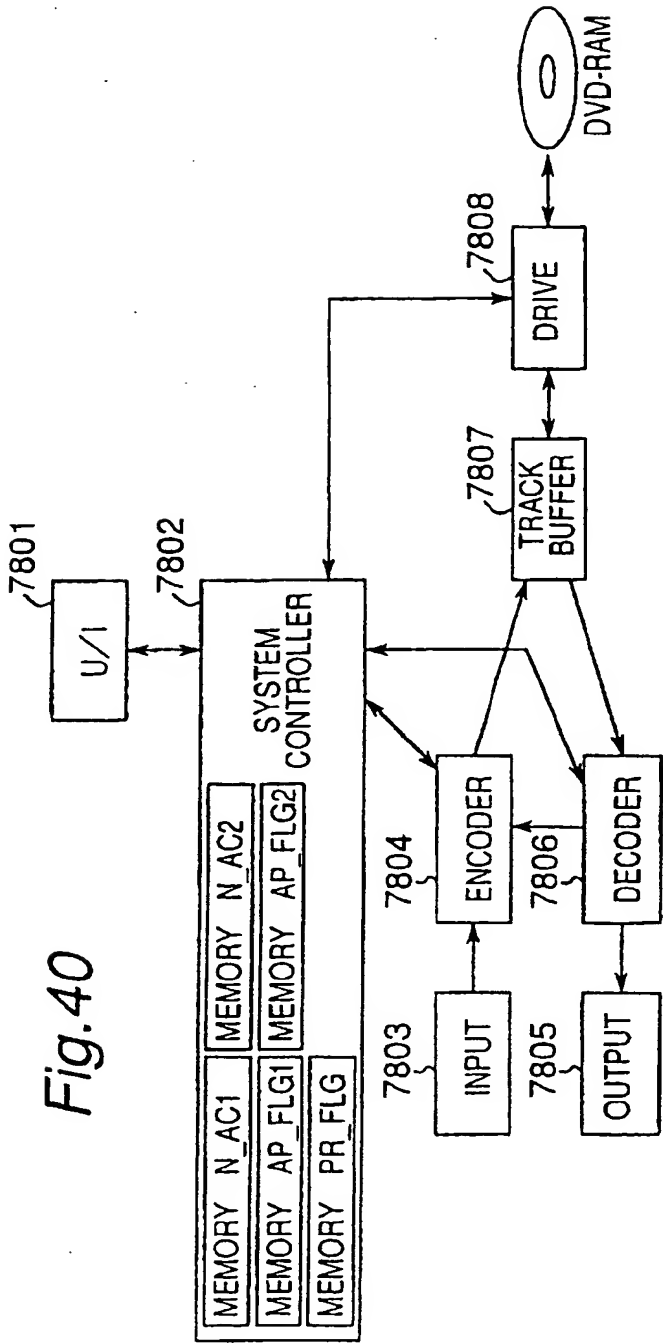


Fig.41

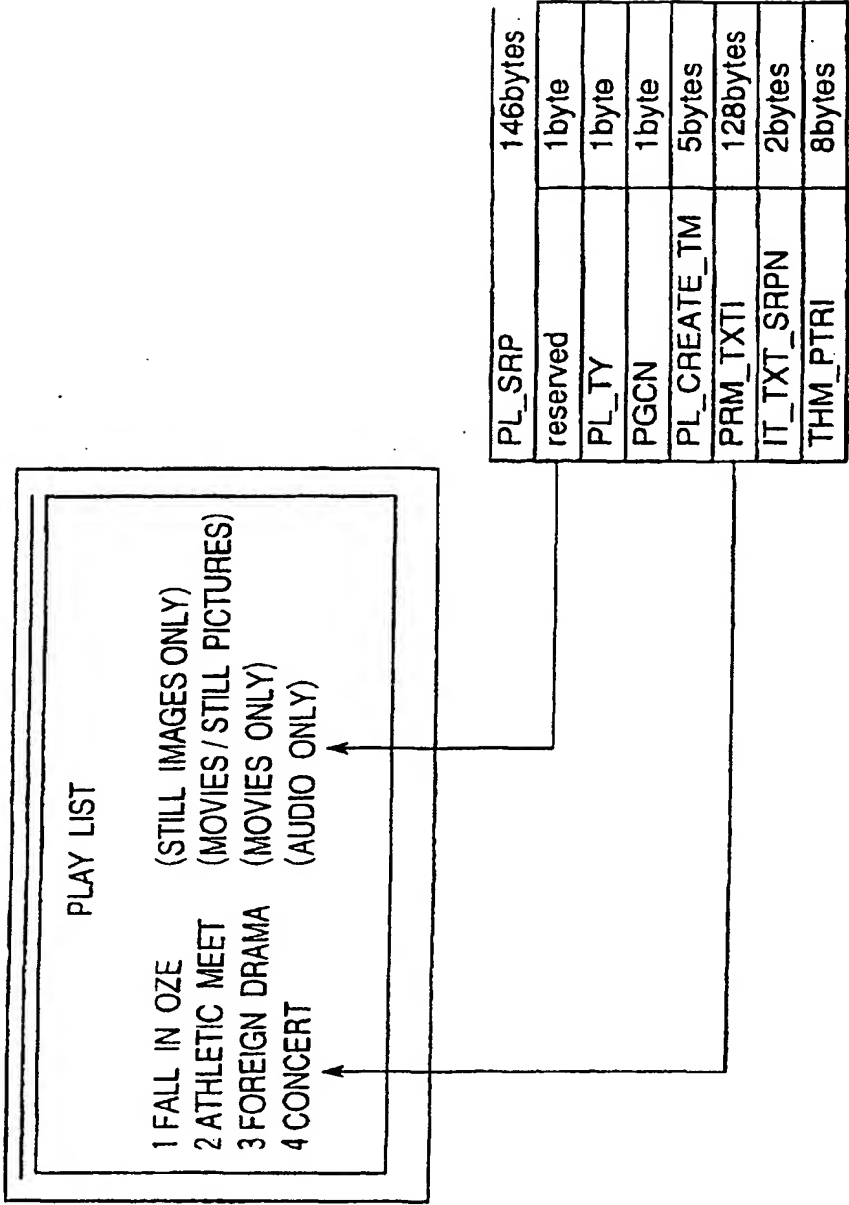


Fig.42

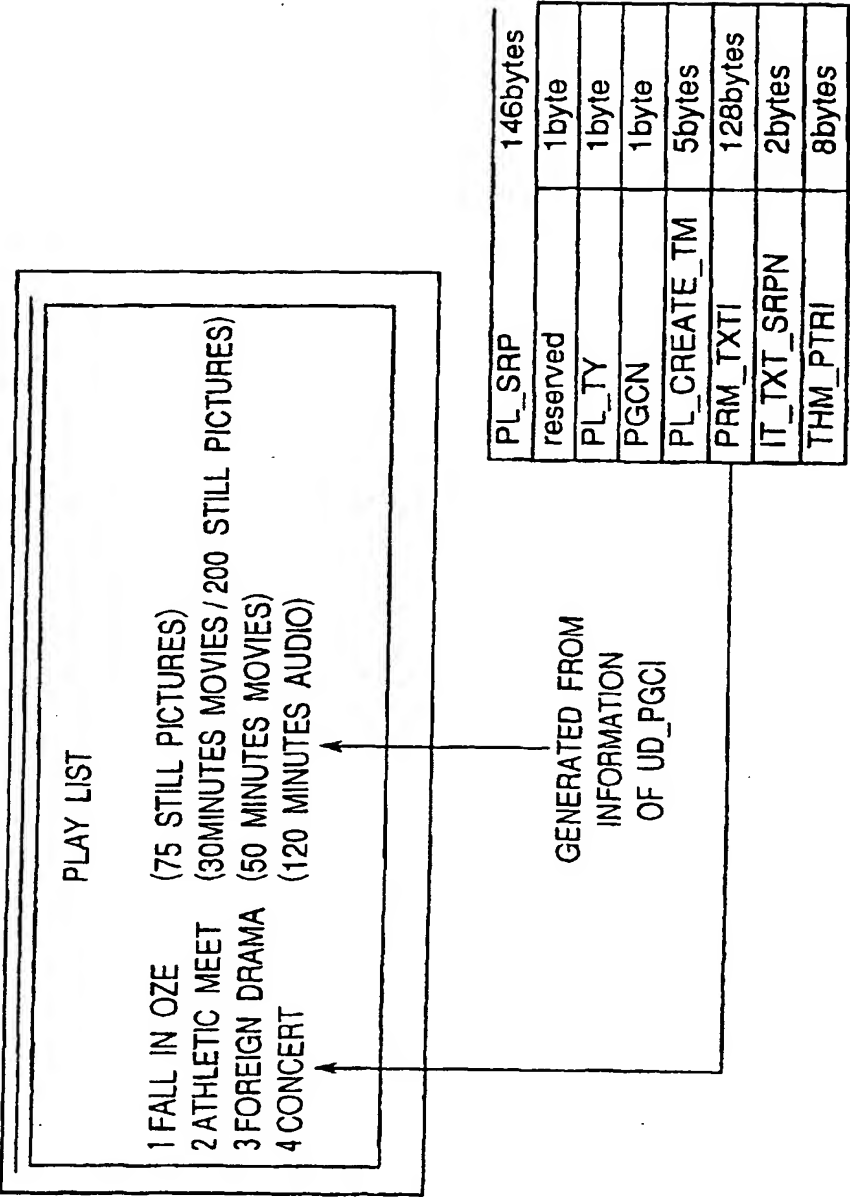


Fig.43

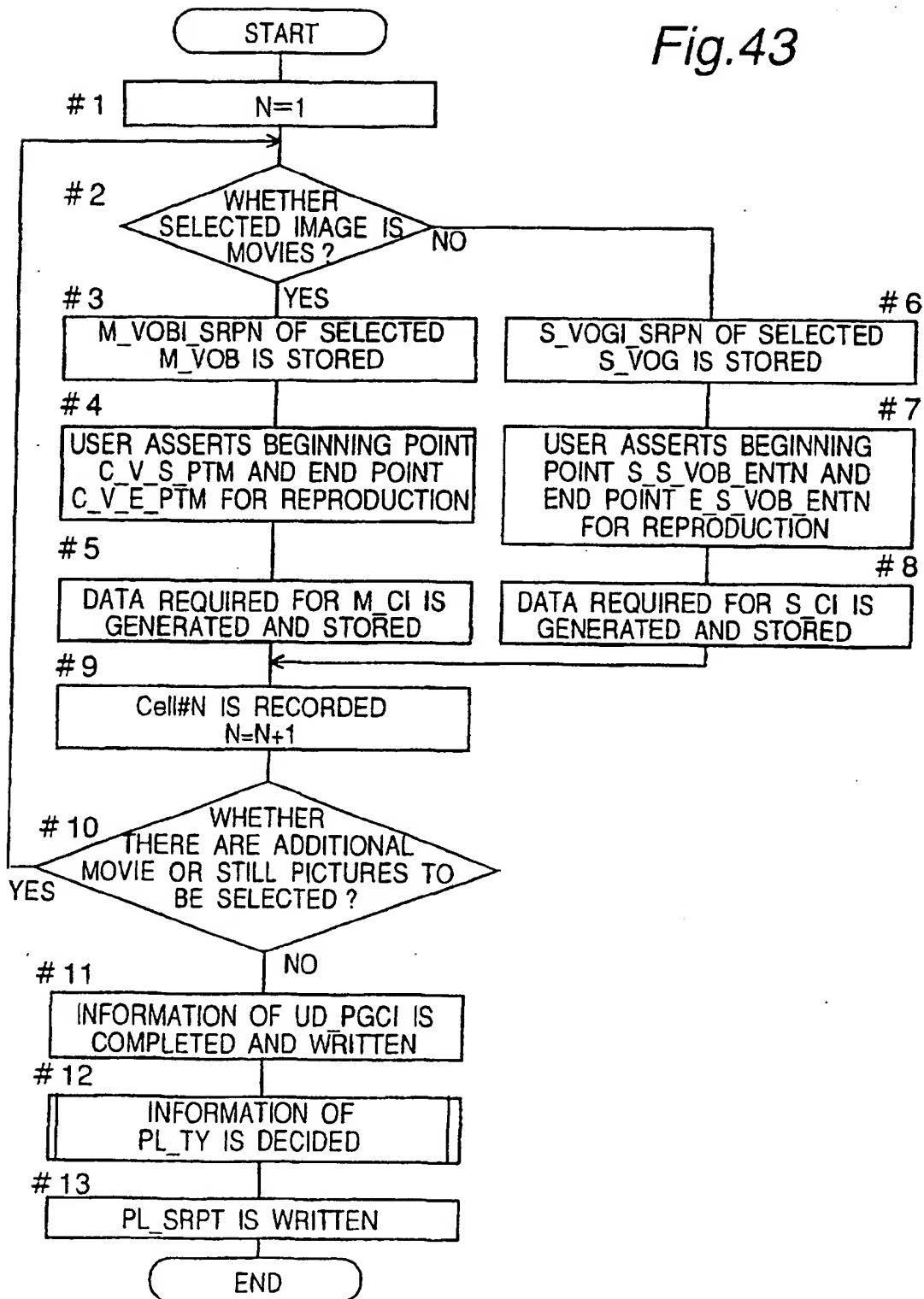


Fig. 44

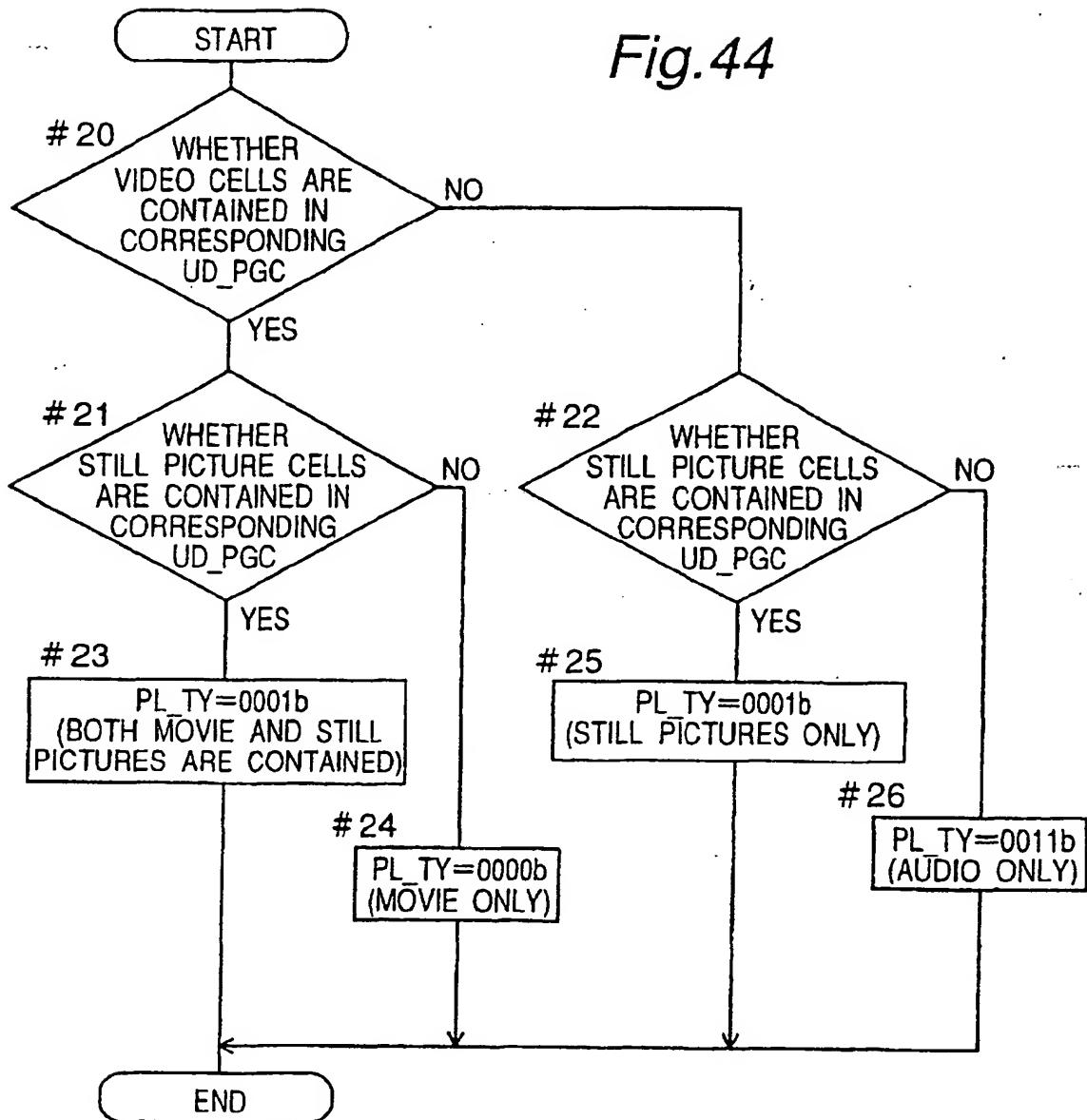


Fig.45

